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# Martin Sekeres

## Computer Games Programmer

Dewar Grove  
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### PERSONAL PROFILE

A 2nd year computer games programming student seeking a 12 month long placement year at any relevant field. I have been tinkering with games since I was 12 years old. Started with **Java Modding Minecraft** then moved to HTML and CSS and finally landed at computer games programming using mainly **C++, C# using Unity and Visual Studio 2017 / 2019**.

### MY LINKS

**Github:** [github.com/martinsekeras](https://github.com/martinsekeras)

**LinkedIn:** [linkedin.com/in/martinsekeres](https://www.linkedin.com/in/martinsekeres)

**Email:** [mar.sekeres@gmail.com](mailto:mar.sekeres@gmail.com)

**Portfolio:** [martinsekeres.info](http://martinsekeres.info)

### EDUCATION

#### **De Montfort University, Leicester** - *BSc in Computer Games Programming*

Year 2018 - Year Current

##### **Year 2 Modules (Current Year)**

Intro to C++ Programming  
Intro to OOP in C++  
Computer Ethics  
Computer Law and Cyber Security  
Computer Systems  
Computer Networks  
Game Architectures and Design  
Game Prototype Design

##### **Year 1 Modules (Completed)**

Applied Mechanics  
OOP in C++  
Advanced OOP in C++  
3D Modeling  
Intro to Shaders  
Dev Strategies for Mobile Games  
Mobile Games Development  
AI for Simulation

#### **North Warwickshire & Hinckley College, Nuneaton** - *HNC in Computer Systems Development*

Year 2016 - Year 2018

#### **William Bradford Academy, Earl Shilton** - *2 GCSEs graded C in Maths and English, 2 Level 2 BTECs, 2 Level 3 BTECs (P) & 1 RSA in Science (P)*

Year 2011 - Year 2015

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## ACADEMIC SKILLS

- Programming Skills in **C++**, **C#**, **Visual Basic**.
- Database building using **Microsoft Access**.
- Video Editing using **After Effects** & **Adobe Flash Animator**.
- **Technical writing skills** from having to write **troubleshooting guides**, and **user manuals**.
- Knowledge of MS Office, MS Visio, Adobe CC, GIMP, VMware,