Martin Sekeres

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Portfolio: martinsekeres.info

PERSONAL PROFILE

A 2nd year computer games programming student seeking a 12 month placement in Games or software development. 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**.

ACADEMIC SKILLS

- Programming Skills in C++, C#, Visual Basic gained from my University Degree.
- Database building using Microsoft Access which I used in college doing my HNC in Computer Systems Development.
- Video Editing using After Effects & Adobe Flash Animator which i gained from personal projects.
- Technical writing skills from having to write troubleshooting guides, and user manuals.
- Knowledge of MS Office, MS Visio, Adobe CC, GIMP, VMware also mostly gained from personal use.

EDUCATION

De Montfort University, Leicester - BSc in Computer Games Programming

Year 2018 - Year Current

Year 1 Modules (Completed w/ 71%) Year 2 Modules (Current Year)

Intro to C++ Programming (94%) Applied Mechanics

Intro to OOP in C++ (86%) OOP in C++

Computer Ethics (74%) Advanced OOP in C++

Computer Law and Cyber Security (56%) 3D Modeling

Computer Systems (60%) Intro to Shaders

Computer Networks (48%) Dev Strategies for Mobile Games
Game Architectures and Design (76%) Mobile Games Development

Game Prototype Design (73%) Al for Simulation

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

Development

Sept 2016 - June 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)

Sept 2011 - July 2015

WORK EXPERIENCE

Servest, Earl Shilton- Cleaner

May 2014 - Sept 2016

- Responsible for cleaning part of primary school; sweeping, mopping.
- Using machines such as floor buffer to buff the floor.
- Sticking to tight deadlines every evening.

REFERENCES

Available on request.