

Martin Sekeres

A student on BSc in Computer Games Programming

I've been tinkering with games since I was 12 years old.
Started with Java coding Minecraft mods, moved to HTML and CSS after that I did 2 years part time on HNC Computer Systems Development. And now?
I am here studying games programming.

mar.sekeres@gmail.com 

<https://github.com/MartinSekeras> 

<https://martinsekeras.github.io> 

<https://www.linkedin.com/in/martinsekeres> 

SKILLS

Programming Languages

C++, C#, Visual Basic, Action Script 3

Libraries, Tools,

SFML, Visual Studio 2017-2019, Unity
Unreal Engine, VS Code, Premiere Pro
After Effects, Affinity Photo, Affinity Designer,
DaVinci Resolve 16, Maya, Blender

EXPERIENCE

University Work

Tic Tac Toe - (C++)

A simple C++ solo project with Visual Studio

- Programming
- Design
- UI
- Error Handling

Check my portfolio for more information

Frogger (C++ + SFML)

This was my second solo project using SFML to build fully functional game with graphics.

- Programming
- Textures
- Design
- UI
- Error Handling

Check my portfolio for more information

Bank Heist Game

This was a group project with 5 people
We used Unity to do this project.

- Programming
- Textures
- Design
- UI
- Error Handling

Check my portfolio for more information