

# Martin Sekeres

A student on BSc in Computer Games Programming

I have been tinkering with games since I was 12 years old. Started with java creating modes for popular game Minecraft and slowly moved to try HTML and CSS; then finally settled on Games Development.



## Education

**De Montfort University, Leicester**  
- BSc in Computer Games Programming  
October 2018 - Current

**North Warwickshire & Hinckley College, Nuneaton**  
- HNC in Computer Systems Development  
September 2016 - June 2018

**William Bradford Academy, Earl Shilton**  
- BTEC ICT Level 3  
- BTEC Enterprise and Entrepreneurship Level 3  
- Math GCSE  
- English GCSE  
September 2011 - July 2015



## Academic Experience

**TicTacToe**  
C++ solo project during my 1st year and 1st term at university. I worked on the following but not limited to the following:  
- Programming  
- Design  
- UI  
- Error Handling  
To see code please see my portfolio

**Frogger**  
This was my 2nd solo project during 2nd term in my 1st year using C++ and SFML. I worked on the following but not limited to the following:  
- Programming  
- Design  
- UI  
- Error Handling  
- Textures  
To see code please see my portfolio

**Bank Heist Game**  
This game was a group project during my 1st year 2nd semester at university. We worked in group of 5 people to create fully playable game using Unity. I was working on the following  
- Programming - character and shooting only  
- Textures - character only  
- Animation - character only  
- Error Handling - character only  
To see code please see my portfolio

**William Bradford Academy**  
During my learning years at William Bradford Academy I helped the head of IT department and head of IT studies setup computers.

## </> Programming Languages

- C++C#JAVAVISUAL BASIC