


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.

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<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

EDUCATION

De Montfort University 2018 - Current

Bachelors Degree in Computer Games Development

- Game Design
- Game Programming
- 3D Modeling
- Artificial Intelligence
- Applied Mechanics
- Computer Systems, Networks
- Shader Programming
- Mobile Games
- Game Engine Development, Architecture

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