



Márton Miklós Szenes

Date of Birth: 2003.10.03.

Phone: +36 20 446 6393

Email:
szenes.marton.miklos@kszk.bme.hu

Website: spyro1.github.io

> About Me <

I am a second-year Computer Science Engineering student at BME (Budapest University of Technology and Economics), driven by challenges and the constant desire to learn and master new skills. I take great pride in my work and always strive to deliver the best possible results, even when the task may not appear critical at first glance.

As an emerging professional, I am seeking an internship opportunity where I can apply the knowledge I have gained both at university and independently, further deepening my expertise in a real-world environment.

> Language Proficiency <

English – B2: Fluent in both conversational and professional settings.

> Hobbies <

- > Piano
- > Programming
- > Travel

> PROFESSIONAL EXPERIENCE

Over the past few years, I have actively participated in several projects, assuming roles as an individual developer, team player, and project leader. I have created desktop applications and, more recently, focused on the development of web applications and websites, covering both frontend and backend aspects.

Since 2025, I have been leading the KSZK DevTeam (University Development Team), where I am responsible for multiple projects and collaborated closely with my passionate colleagues.

> STUDIES

Budapest University of Technology and Economics (BME)
VIK | Department of Computer Science Engineering
2023 – Present

During my studies, I have delved deeply into the following areas:

- > Project Management
- > Object-Oriented Programming
- > Web API Development
- > Frontend Development and Design
- > Documentation Preparation

> STUDIES

- > Python – Web API development (Flask)
- > C, C++ – Fundamental Programming
- > C# .NET, Java – Object-Oriented Programming, UI design
- > HTML, CSS, JavaScript, SQL – Web Development
- > Kotlin – Modern Programming
- > Problem-Solving Skills
- > Precise Communication

> GOALS

My short-term goals include gaining a deeper mastery of the Kotlin language, learning Android and multiplatform app development, and acquiring full-stack development skills.

Additionally, I am eager to secure an internship position that will allow me to transition my academic knowledge into practical, real-world projects.

In the long run, I aim to develop my own game software and, after graduation, pursue a position as a team leader or project manager in the IT sector.