Márton Miklós Szenes

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> 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.