SEMİH YILMAZ
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About Me

- As a computer engineer with **four years of experience**, I have **developed over 20 apps and games**; I have released them on **Google Play, itch.io, GitHub** and they have been used by **over 5000 unique users.**
- I have also participated in several competitions that had both time and resource constrains, in these competitions I've been at **4th place** out of **274 joined** at a Mini-Jam which is one of the biggest game-jam there is, **2nd place** on overall enjoyment out of **69 joined** at an Untitled Game jam and **1st place** in popularity out of **64 joined** at a Crudle Jam.
- I have been in competitions that lasted as long as **1 month** and **lead** teams that were made out of **9 people.** Also, outside of competitions I have worked on apps and games that took as much as **5 months** to make both with teams and as a solo dev.
- I am **fluent** in both **English and Turkish.**
- I also have a **programming focused, English Youtube channel** with **over 10.000 views.** I have made a lot of programs and have short videos of them in this Youtube channel.
- But some entries are not included in my videos; for example, I **optimized** my **auto Galton board app** that was already optimized and made it **57x faster** on a **6 core CPU** running Win11 without debloating or overclocking.

Skills

Game dev	Game dev	Languages	OS	Other
- **Unity**	- **Pygame**	- **C#**	- **Linux** (Desktop,Debian)	- **Github**
- **Love2d**	- **Pymunk**	- **Python**	- **Bash**	- **Git**
- **Godot**	- **Solar2d**	- **Lua**	- **PowerShell**	- **.Net**
- **Hardon Collider**	- **Box2d**	- **GDScript**	- **Batch**	- **Pyautogui**
- **Corona SDK**	- **MonoGame**	- **JavaScript**		- **PySimpleGUI**
- **LootLocker SDK**		- **Java**	**Tools**	- **Windows Form**
		- **Html5/CSS**	- **Shotcut**	- **Hashcat**
			- **Canva**	- **Android Studio**
			- **Aseprite**	- **Arduino**

Hobbies

- **DnD;** I played, DM'ed 5e campaigns and been in some custom campaigns. Also interested in other different unique implementations like Fate Condensed.
- **Art;** from books and games to movies and music, as well as mangas and animes. Also I love deep diving to these subjects. For example I am interested in game-design and game developing
- **Science;** from theoretical physics to neuroscience.
- **Computer hardware** and **Overclocking;** had a fx6300 run at 4.25ghz all core O.C. (3.5 ghz stock) and a rx470 running at 1450mhz (926mhz stock); now I have U.C. ryzen 3600 -3.6ghz w/3.6ghz ram and fclk set to 1:2- and a -6% power limited rx6600.
- **Operating systems;** my linux distro knowledge is mostly Debian based, but I am also planning to do a LFS and I "daily drive" a windows xp ^^
- Also love **discussing** these types of things with other people and since my repertoire is wide it is not hard to come by these people.

Education

2020 - Currently Studying
Bandırma Onyedi Eylül Üniversitesi
Bachelors degree in Computer Engineering (English)

Portfolio

My website   **psemo.github.io**

Short showcase videos:

Play Store (Games/Apps)	**tinyurl.com/bdhhfbb3**
Game Jam Games	**tinyurl.com/yhdez82e**
Other Projects	**tinyurl.com/4syp29r6**