



SEMIH YILMAZ

COMPUTER ENGINEER



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Turkey

About Me:

- Computer Engineer with **5+ years** of experience developing **25+ apps/games (5,000+ users)** across Google Play, itch.io, and GitHub. I also self-hosted a website and designed/developed multiple websites.
- Led teams of up to 9 person in month-long competitions; achieved top rankings in global game jams. 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.
- Fluent in **English and Turkish**; creator of a programming-focused English YouTube channel (10,000+ views).
- **I have short videos of most of my completed projects in my Youtube channel.** But some entries are not included in my videos; for example, **I optimized my Auto Galton Board app performance by 57x** on a 6-core CPU through algorithmic refinement (no overclocking/debloating).

Actively Used Skills:

Game dev: Unity, Godot, Love2d

Languages: C#, Python, Lua, GDScript, JavaScript

OS: Linux(desktop & server), Bash, Windows

Other: Git, Github, Pyautogui

Tools: Shotcut, Canva

Skills That I Used to Use:

Game dev: Pygame, Pymunk, Solar2d, Box2d, MonoGame, Hardon Collider, LootLocker

Front-End: Html, CSS/Flexbox, Bootstrap, Bulma, JavaScript, AJAX (AJAX), Fetch, Axios

Back-End: Node.js, Express, EJS, MongoDB

Networking: NAT, (Open)SSH, DDNS, Network security

Other: .Net, PysimpleGUI, Windows Form, Hashcat, Arduino

Tools: Aseprite

Games:

Endless Hook & Swing

Unity, C#, Gimp

Is one of the most polished game I have developed and published at Play Store. Supports every resolution.

Infinite Platformer

Unity, Google Mobile Ads SDK, C#, Gimp

This game has features such as; Endless procedural generation, "admob ads", "in-app purchases", "continue by watching ad" mechanic; multiple skins, enemy types, levels etc.

Hack();

Unity, C#, Aseprite

We developed this game **within 72 hours** for mini-jam (one of the biggest game-jam there is). This game came at **4th place** out of **274 teams/participants**. We were a team of four; I was the sole developer and secondary game designer. The game is about keeping monsters away while hacking into networks using nothing but only a terminal. There are 120 possible commands.

Sheep Dreams

Unity, C#, Gimp, Aseprite

I developed this game **within a week**. This game came at **First place** in popularity out of **64 teams/participants**. It is a classic platformer game with many puzzles.

Space Drone

Unity, C#, Aseprite, DAWs

I developed this game within **6 days**. This game came at **2nd place** on overall enjoyment out of **69 teams/participants**. It has; unique attack mechanics, action-rpg elements, multiple skills, procedural generation, JRPG styled health bars and damage indicators

Note: These games below were made for a special competition where participants had to use a lesser known open-source game engine and the games also had to be released as open-source. Therefore I had to learn and add a lot to these engines in short amount of times. They were mostly well documented ^^

Panzerkampfwagen

Love2d, Hardon Collider, Lua, Box2d,

LoveWebBuilder, Aseprite

I developed this game within a **month** by myself. This game came at **3rd place** out of **21 teams/participants**. This game has; Functions that are a must-have for most games; Custom particle system, multiple staged enemy patterns, different enemy types, z position simulator, UI, overheating, dash mechanic and more.

Conquer!

Solar2d, Corona SDK, Box2d

I developed this game within a week by myself. This game came at **2nd place** out of 13 joined. It is a game like Diep.io; it has enemies, points, a tank Turret and upgrades.

Education:

Bandırma Onyedli Eylül Üniversitesi

Bachelors degree in Computer Engineering (English)

Certificates:

- C#, LinkedIn
- Unity, LinkedIn
- Unity C# 2D & 3D, Udemy - Jankat Gürbüz
- Godot 4 3D, Udemy - Eerik Hirvonen
- Web Developer Bootcamp 2025, Udemy - Colt Steele
- Mastering Linux, Udemy - Jannis Seemann
- Your Own Web Hosting, Udemy - Gabriel Avramescu
- Linux Home Server, Udemy - Dermot Downey

Portfolio:

My website

psemo.github.io

Short showcase videos:

Play Store (Games/Apps)

Game Jam Games

Other Projects

tinyurl.com/bdhhfbb3

tinyurl.com/yhdez82e

tinyurl.com/4sy29r6