



SEMIH YILMAZ

COMPUTER ENGINEER



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Turkey

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 6000 unique users**.
- I have also participated in several competitions that had both time and resource constraints, 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 at an Untitled Game jam and **1st place** in popularity 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 11.000 views**. I have short videos of my programs 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

- Unity
- Love2d
- Godot
- Pygame
- Pymunk
- Solar2d
- Box2d
- MonoGame
- Haddon Collider
- Corona SDK
- LootLocker SDK

Languages

- C#
- Python
- Lua
- GScript
- JavaScript
- Html5/CSS

OS

- Linux
- Bash
- Windows

Tools

- Neovim
- Shotcut
- Canva
- Aseprite

Other

- Github
- Git
- .Net
- Pyautogui
- PySimpleGUI
- Windows Form
- Hashcat
- Android Studio
- 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

Bandırma Onyedü Eylül Üniversitesi

Bachelors degree in Computer Engineering (English)

Numerous online courses, documentation and resources

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/4syp29r6