



## **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).

**Projects:** 

accessible.

Website Self-Hosting

**Freedom Tourism** 

indicator format.

using Linux

Redmi12 MIUI Debloat

Debian and xfce setup

500MB of ram usage.

**Auto Cookie Clicker** 

Login/logout, Detailed Register,

Emoji Translator:Discord Emoji

Chrome's Dino game using 6 methods

Unity, Love2D, Solar2D, MonoGame, Html/CSS/JS, Minecraft

20 Number game & auto player HTML, .NET, JavaScript, CSS, C#

I created a web game for 20 number game and an auto player for it

Designed, coded and self-hosted a secure website on Linux

infrastructure (Ubuntu Server edition) without a desktop

environment. Sustained uptime despite heavy bot traffic and

successfully managed its security while keeping the site publicly

This is a Bus Booking Management System and has; SQL database,

selection/recomendation, Date selection, Admin/Driver/User login, Destination selection, Tour info, Seat selection, Payment system,

Info messages, Discounts, Add/Remove tour, Customer inquiry,

Discount edit, Seat visualiation/limitation, Driver login, Earnings

quota, profiles, credit card info receiving panel, modern ui elements

A Play Store application. A basic mobile application that transforms

standard text input into bigger texts using emojis, in Discord's

This is an Github guide on how to debloat your Redmi 12 phone

An easy to follow guide and bash codes for having a fully functional

and game ready Debian with Xfce4 desktop environment. It features

some windows-like shortcuts, creates a great panel and downloads

some apps that are common to be daily driven. Final OS has around

This is a semi-dynamic auto clicker app for the game Cookie Clicker.

Has an easy to use and understand GUI with many options.

(gradient and half transparent panels, rounded buttons) etc.

Html, CSS/Flexbox, Javascript, NAT,

Apache, Linux Server

WinForms, SQL, C#

(Open)SSH, DDNS, Network security,

Error messages.

GIMP, Java, Android Studio

Android, Debian, Linux

Python, Pyautogui, PysimpleGUI

Debian, Linux

I made the same simple game using different methods.

in .NET then I determined its win rate using these.

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, AJAJ (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.

Unity, Google Mobile Ads SDK, C#, Gimp **Infinite Platformer** This game has features such as; Endless procedurel generation, "admob ads", "in-app purchases", "continue by watching ad" mechanic; multiple skins, enemy types, levels etc.

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 indcators

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.

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.

Bandırma Onyedi Eylül Üniversitesi

# **Bachelors degree in Computer Engineering (English)**

# Certificates:

**Education:** 

C#, LinkedIn

# Portfolio:

tinyurl.com/4syp29r6

Play Store (Games/Apps)

Short showcase videos:

Game Jam Games Other Projects

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 My website psemo.github.io tinyurl.com/bdhhfbb3 tinyurl.com/yhdez82e