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ABOUT ME

- Computer Engineer with experience developing 25+ apps/games (5,000+ users) across Google Play, itch.io, and GitHub. I also self-hosted/designed/developed multiple websites.
- Led teams of up to 9 people in up to 5 month month-long projects.
- Achieved top rankings (1st, 2nd and 4th places, all top 1%) in global game jams.
- Has C#/Unity/Godot/Web Development/Linux/Self Web Hosting/Home Server certificates.
- Fluent in English and Turkish; creator of a programming-focused English YouTube channel.
- 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).

SKILLS

Game dev: Unity, Godot, Love2d

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

OS: Linux, Bash, Windows Other: Git, Github, Pyautogui

Tools: Shotcut, Canva

PROJECTS

i was the sole developer and sole/secondary game designer of these projects.

Sheep Dreams (Unity, C#, Gimp, Aseprite): Developed within a week. Was 1st/64.

Hack(); (Unity, C#, Aseprite): Developed within 72 hours. Was 4th/274.

Endless Hook & Swing (Unity, C#, Gimp): Google Play game. Supports every resolution

Infinite Platformer (Unity, Google Mobile Ads SDK, C#, Gimp): Google Play game. Has; Procedurel generation, "admob ads", "in-app purchases", "continue by watching ad" etc.

Grind Mindset (Html/CSS/JS, nw.js and numerous tools): Executable game. 2-4h of content.

Dino (Unity, Love2D, Solar2D, MonoGame, Html/CSS/JS, Minecraft): Same game, 6 methods.

EDUCATION

Bandırma Onyedi Eylül Üniversitesi

Bachelors degree in Computer Engineering (English)

PORTFOLIO

My website
-SHORT SHOWCASE VIDEOSPlay Store (Games/Apps)
Game Jam Games
Other Projects

psemo.github.io

tinyurl.com/bdhhfbb3 tinyurl.com/yhdez82e tinyurl.com/4syp29r6