

SEMİH YILMAZ

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ABOUT ME

- Game Developer with hands on experience in developing/publishing 30+ apps/games (6,000+ users) across Steam, Google Play, itch.io, and GitHub. I also self-hosted/designed/developed multiple websites.
- Achieved top rankings (1st, 2nd and 4th places, all top 1%-2%) in global game jams.
- 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).

EXPERIENCE

Larkwood Falls

05/2025 - 09/2025

Game Developer

- Engineered and implemented core gameplay mechanics using Unity and C#; focusing on player controls, interactions, and AI behavior.
- Collaborated within a multidisciplinary team of developers, artists, and designers to successfully integrate new features.

SKILLS

Game dev: Unity, Godot, Love2d

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

Other: Git, Github, Pyautogui, LaTeX

PROJECTS

Hack(); (Unity, C#, Aseprite): Hacking game with its own parser for commands and command combinations. Developed within 72 hours. Was 4th/274.

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.

Endless Hook & Swing (Unity, C#, Gimp): Google Play game. Has procedurel generation and animations. It is one of the most polished games I have released.

Space Drone (Unity, C#, Aseprite, DAWs): Developed within 6 days. Was 2nd/69 on overall enjoyment. Has; unique attack mechanics, action-rpg elements, procedural generation and more.

EDUCATION

Bandırma Onyedi Eylül Üniversitesi

Bachelors degree in Computer Engineering (English)

PORTFOLIO

My website psemo.github.io

Short Showcase Videos www.youtube.com/@semihylmaz3949/playlists