



SEMİH YILMAZ

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ABOUT ME

- Computer Engineer with 5 years of 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.
- 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.
- 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

OS: Linux, Bash, Windows

Other: Git, Github, Pyautogui

Tools: Shotcut, Canva

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; Procedural generation, "admob ads", "in-app purchases", "continue by watching ad" etc.

EDUCATION

Bandırma Onyedİ Eylöl Üniversitesi

Bachelors degree in Computer Engineering (English)

PORTFOLIO

My website

psemo.github.io

Short Showcase Videos

www.youtube.com/@semihyilmaz3949/playlists