SEMİH YILMAZ

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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 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.
- 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, JavaScript
OS	Linux(desktop & server), 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**.

Space Drone (Unity, C#, Aseprite, DAWs): Developed within **6 days**. **Was 2nd/69**.

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

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

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

Grind Mindset (Html/CSS/JS, nw.js and numerous tools): Designed and coded an executable game with web technologies that consists of a single file. Has 2-4 hours of content, sounds, animations...

Dino game (Unity, Love2D, Solar2D, MonoGame, Html/CSS/JS, Minecraft): I made the same simple game using 6 different methods.

EDUCATION

Bandırma Onyedi Eylül Üniversitesi
Bachelors degree in Computer Engineering (English)

PORTFOLIO

My website	psemo.github.io
-SHORT SHOWCASE VIDEOS-	
Play Store (Games/Apps)	tinyurl.com/bdhhfbb3
Game Jam Games	tinyurl.com/yhdez82e
Other Projects	tinyurl.com/4syp29r6