



SEMIH YILMAZ

+90-553-363-\*\*\*\* / semihyilmaz032@gmail.com / Turkey

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

## EDUCATION

---

**Bandırma Onyedli Eylül Üniversitesi**

Bachelors degree in Computer Engineering (English)

## PORTFOLIO

---

**My website**

[psemo.github.io](https://psemo.github.io)

**Short Showcase Videos**

[www.youtube.com/@semihyilmaz3949/playlists](https://www.youtube.com/@semihyilmaz3949/playlists)