



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. Also experienced in self-hosting, designing, and developing 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.

EXPERIENCE

Viento Verse Studios

10/2025 – Current

Game Developer

- Spearheading the development of a 3D Pinball-Roguelike hybrid title as the Lead Developer, working directly under senior leadership.
- Architecting scalable game systems using industry-standard design patterns (Observer, Singleton...) and advanced Unity features (ScriptableObjects, Animation Events...).
- Optimizing runtime performance and memory management through techniques such as object pooling to ensure smooth gameplay.

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

Infinite Platformer (Unity, Google Mobile Ads SDK, C#, Gimp): Developed solo. A Google Play game featuring; Procedural Generation, Admob Ads, In-app Purchases, Continue by Watching Ad, and more.

Hack(); (Unity, C#, Aseprite): Developed with a team within **72 hours**. A hacking game with its own command parser. Ranked **4th out of 274** participants.

Endless Hook & Swing (Unity, C#, Gimp): Developed solo. A Google Play game that has procedural generation and animations. Works on every resolution and stands as one of my most polished releases.

Little Platformer (LittleJS, JavaScript): Developed with a team, within **15 days**. Ranked **2nd out of 160** participants. A polished platformer featuring advanced technical implementations such as coyote time, GPU buffer zones, and more.

Space Drone (Unity, C#, Aseprite, DAWs): Developed solo, within **6 days**. Was **2nd out of 69** participants at overall enjoyment category. 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

<https://psemo.github.io/>

Short Showcase Videos

www.youtube.com/@semihyilmaz3949/playlists

LinkedIn

www.linkedin.com/in/semih-yilmaz-377545201