SEMİH YILMAZ
COMPUTER ENGINEER

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About Me:

- Computer Engineer with **5+ years** of experience developing **25+ apps/games (5,000+ users)** across Google Play, itch.io, and GitHub. I also self-hosted a website and 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.
- Fluent in **English and Turkish;** creator of a programming-focused English YouTube channel (10,000+ views).
- **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).

Actively Used 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

Skills That I Used to Use:

Game dev: Pygame, Pymunk, Solar2d, Box2d, MonoGame, Hardon Collider, LootLocker
Front-End: Html, CSS/Flexbox, Bootstrap, Bulma, JavaScript, AJAJ (AJAX), Fetch, Axios
Back-End: Node.js, Express, EJS, MongoDB   **Networking:** NAT, (Open)SSH, DDNS, Network security
Other: .Net, PysimpleGUI, Windows Form, Hashcat, Arduino   **Tools:** Aseprite

Games:

Endless Hook & Swing   Unity, C#, Gimp
Is one of the most polished game I have developed and published at Play Store. Supports every resolution.

Hack();   Unity, C#, Aseprite
We developed this game **within 72 hours** for mini-jam (one of the biggest game-jam there is). This game came at **4th place** out of **274 teams/participants**. We were a team of four; I was the sole developer and secondary game designer. The game is about keeping monsters away while hacking into networks using nothing but only a terminal. There are 120 possible commands.

20 Number game & auto player   HTML, .NET, JavaScript, CSS, C#
I created a web game for 20 number game and an auto player for it in .NET then I determined its win rate using these.

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

Space Drone   Unity, C#, Aseprite, DAWs
I developed this game within **6 days**. This game came at **2nd place** on overall enjoyment out of **69 teams/participants**. It has; unique attack mechanics, action-rpg elements, multiple skills, procedural generation, JRPG styled health bars and damage indcators

Sheep Dreams   Unity, C#, Gimp, Aseprite
I developed this game **within a week**. This game came at **First place** in popularity out of **64 teams/participants**. It is a classic platformer game with many puzzles.

Chrome's Dino game using 6 methods   Unity, Love2D, Solar2D, MonoGame, Html/ CSS/JS, Minecraft
I made the same simple game using different methods.

Projects:

Website Self-Hosting   Html, CSS/Flexbox, Javascript, NAT, (Open)SSH, DDNS, Network security, Apache, Linux Server
Designed, coded and self-hosted a secure website on Linux infrastructure (Ubuntu Server edition) without a desktop environment. Sustained uptime despite heavy bot traffic and successfully managed its security while keeping the site publicly accessible.

Emoji Translator:Discord Emoji   GIMP, Java, Android Studio
A Play Store application. A basic mobile application that transforms standard text input into bigger texts using emojis, in Discord's indicator format.

Freedom Tourism   WinForms, SQL, C#
This is a Bus Booking Management System and has; SQL database, Login/logout, Detailed Register, Error messages, Tour selection/recomendation, Date selection, Admin/Driver/User login, Destination selection, Tour info, Seat selection, Payment system, Info messages, Discounts, Add/Remove tour, Customer inquiry, Discount edit, Seat visualiation/limitation, Driver login, Earnings quota, profiles, credit card info receiving panel, modern ui elements (gradient and half transparent panels, rounded buttons) etc.

Auto Cookie Clicker   Python, Pyautogui, PysimpleGUI
This is a semi-dynamic auto clicker app for the game Cookie Clicker. Has an easy to use and understand GUI with many options.

Education:

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

Certificates:

- C#, LinkedIn *(This test predate AI; my certificate is still visible but no longer obtainable.)*
- Unity, LinkedIn *(This test predate AI; my certificate is still visible but no longer obtainable.)*
- Unity C# 2D & 3D, Udemy - Jankat Gürbüz
- Godot 4 3D, Udemy - Eerik Hirvonen
- Web Developer Bootcamp 2025, Udemy - Colt Steele
- Mastering Linux, Udemy - Jannis Seemann
- Your Own Web Hosting, Udemy - Gabriel Avramescu
- Linux Home Server, Udemy - Dermot Downey

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**