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

Front-End: Html, CSS/Flexbox, Bootstrap, JavaScript **Back-End:** Node.js, Express, MongoDB
Networking: Networking and network security
Languages: C#, Python, Lua, GDScript, JavaScript
OS: Linux, Bash, Windows — **Tools:** Shotcut, Canva — **Other:** Git, Github, Pyautogui

PROJECTS   *i was the sole developer for most of these projects.*

Website (Html/CSS/Bootstrap/JS, node.js, express, ejs, nginx, Linux, Network managment, MongoDB and more): Designed/coded/self-hosted a secure website on a Linux server. Sustained up-time despite heavy bot traffic and successfully managed security. It had many auto-created pages using ejs and MongoDB.

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...

Freedom Tourism (WinForms, SQL, C#): This is a Bus Booking Management System and has; Tour selection/recomendation, Admin/Driver/User login/logout, Payment system, Add/Remove tour, Customer inquiry, Discount edit, Earnings quota, modern ui elements (gradient and half transparent panels, rounded buttons etc.) and much more

20 Number game & auto player (Html/CSS/JS, .NET, C#): I created a web game for 20 number game and an auto player for it in .NET then I determined its win rate.

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

EDUCATION

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

PORTFOLIO

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