SEMİH YILMAZ

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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

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

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.

FSGP - FullStack Game Project (Html/CSS/JS, React.js, ASP.NET, C#, PostgreSQL): FullStack website made with React that reads and writes to a SQL database using ASP.NET.

EDUCATION

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

PORTFOLIO

My website   psemo.github.io
Short Showcase Videos   www.youtube.com/@semihylmaz3949/playlists