



# SEMİH YILMAZ

## COMPUTER ENGINEER



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## About Me

- As a computer engineer with **four years of experience**, I have **developed over 20 apps and games**; I have released them on **Google Play, itch.io, GitHub** and they have been used by **over 6000 unique users**.
- I have also participated in several competitions that had both time and resource constraints, in these competitions I've been at **4th place** out of **274 joined** at a Mini-Jam which is one of the biggest game-jam there is, **2nd place** on overall enjoyment at an Untitled Game jam and **1st place** in popularity at a Crudle Jam.
- I have been in competitions that lasted as long as **1 month** and **lead** teams that were made out of **9 people**. 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.
- I am **fluent** in both **English and Turkish**.
- I also have a **programming focused, English Youtube channel** with **over 11.000 views**. I have short videos of my programs in this Youtube channel. But some entries are not included in my videos; for example, I **optimized** my **auto Galton board app** that was already optimized and made it **57x faster** on a **6 core CPU** running Win11 without debloating or overclocking.

## Skills

### Game dev

- Unity
- Love2d
- Godot
- Pygame
- Pymunk
- Solar2d
- Box2d
- MonoGame
- Hardon Collider
- Corona SDK
- LootLocker SDK

### Languages

- C#
- Python
- Lua
- GDScript
- JavaScript
- Html5/CSS

### OS

- Linux
- Bash
- Windows

### Tools

- Neovim
- Shotcut
- Canva
- Aseprite

### Other

- Github
- Git
- .Net
- Pyautogui
- PySimpleGUI
- Windows Form
- Hashcat
- Android Studio
- Arduino

## Hobbies

- DnD**; I played, DM'ed 5e campaigns and been in some custom campaigns. Also interested in other different unique implementations like Fate Condensed.
- Art**; from books and games to movies and music, as well as mangas and animes. Also I love deep diving to these subjects. For example I am interested in game-design and game developing
- Science**; from theoretical physics to neuroscience.
- Computer hardware** and **Overclocking**; had a fx6300 run at 4.25ghz all core O.C. (3.5 ghz stock) and a rx470 running at 1450mhz (926mhz stock); now I have U.C. ryzen 3600 -3.6ghz w/3.6ghz ram and fclk set to 1:2- and a -6% power limited rx6600.
- Operating systems**; my linux distro knowledge is mostly Debian based, but I am also planning to do a LFS and I "daily drive" a windows xp ^^
- Also love **discussing** these types of things with other people and since my repertoire is wide it is not hard to come by these people.

## Education

Bandırma Onyedi Eylül Üniversitesi

**Bachelors degree in Computer Engineering (English)**

**Numerous online courses, documentation and resources**

## Portfolio

**My website**

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

## Short showcase videos:

Play Store (Games/Apps)  
Game Jam Games  
Other Projects

**[tinyurl.com/bdhhfbb3](https://tinyurl.com/bdhhfbb3)**  
**[tinyurl.com/yhdez82e](https://tinyurl.com/yhdez82e)**  
**[tinyurl.com/4syp29r6](https://tinyurl.com/4syp29r6)**