



dkaanbozkurt@gmail.com | +4917665870271
https://dkbozkurt.vercel.app/ | github.com/dkbozkurt
linkedin.com/in/dkbozkurt | behance.net/dkbozkurt



Doğukan Kaan Bozkurt

Playable Ads. Developer | Creative Developer

EXPERIENCE

Playable Ads Developer

JustDice GmbH

Apr. 2023 - Present

Hamburg, Germany

- Developing playable ads for apps and mobile games using TypeScript, ThreeJS, Unity, LunaLabs, and C#.
- Developing optimization and conversation tools for ad network exports.
- Developing automation tools/ extensions for Unity using C#.
- Developing plugins for Adobe Apps. using ExtendScript, JavaScript, HTML, CSS and UXP
- Designing 3D& 2D assets for marketing campaigns by using Blender, Spline and Figma.

Playable Ads Dev. & Marketing Game Dev.

Panteon Games

Nov. 2021 - Apr. 2023

Ankara, Turkey

- Developing and designing playable ads using Unity, LunaLabs, and C#.
- Enhancing game play, integrating new mechanics/features, and applying creative elements to maximize game attractiveness for advertising.
- Developing extensions/ packages for playable ads development in Unity using C#.

Technical Customer Support Specialist

Ekmob SFA

Sep. 2021 - Oct. 2021

Istanbul, Turkey

- Addressing customer-reported problems and resolving software bugs.
- Communicating technical aspects of our software apps and to customers.

Project Engineer Intern

TUPRAS

Aug. 2021 - Sep. 2021

Kocaeli, Turkey

- Led 'susTRAINable' project at TUPRAS, targeting net-zero railway emissions by 2050, aligning with 6 UN Sustainable Development Goals. Moreover, 'TogetHER' project focused on improving women's lives in the refinery and energy sectors, including mentorship programs for STEM-inclined women.

Game Developer

GEFEASOFT

Mar. 2021 - Jun. 2021

Mugla, Turkey

- Developed WebGL & Mobile based serious games and VR-based Anatomy Atlas in the healthcare industry by using Unity and C#.

Software Engineer Intern

Avocuda

Feb. 2020 - Jun. 2020

Istanbul, Turkey

- Contributed to mobile application development in the development team, utilizing React-Native and Adobe XD.

EDUCATION

Eskisehir Osmangazi University

B.S., Electrical & Electronics Engineering (%100 English)

Sep. 2016 - Aug. 2021

Eskisehir, Turkey

- 3.01/4.00 GPA
- Activities: Artificial intelligence and Robotics Lab. Intern

SKILLS

Languages: C#, JavaScript, TypeScript, C++, Python, HTML, CSS, GLSL

Frameworks: React, TailwindCSS, ThreeJS, Node.js, Express, Jest, Qt

Developer Tools: Git, npm, LunaLabs, Cocos Creator, Unity, UXP, Linux

Libraries: CannonJS, ExtendScript, Framer Motion, GSAP, TweenJS, React 3 Fiber

Design Tools: Blender, Spline, Figma, Adobe PhotoShop

LANGUAGES

Turkish: Native

English: C1
EF Standard Test 81/100

Korean: A2
TOPIK I 156/200

German: A2

ACTIVITIES	Full-Stack Software Engineer Kind Crab	Apr. 2024 - Present Hamburg, Germany
	Co-Founder & Administrative Assistant Eskisehir Korean Culture Academy	Jun. 2019 - Nov. 2021 Eskisehir, Turkey
	IGET-IT MEMBER AIESEC Turkey	Oct. 2017 - Jun. 2018 Eskisehir, Turkey
PROJECTS	Chrome Extension - English/ German Flash Cards HTML, CSS, Tailwind, TypeScript, React	Jan. 2024 - Apr. 2024
	<ul style="list-style-type: none"> Developed a Google Chrome extension focused on English-German flashcards, aimed at enhancing vocabulary skills 	
	Adobe PhotoShop Design Tool ExtendScript, JavaScript, CSS, HTML, UXP, Adobe PhotoShop	Jul. 2023 - Dec. 2023
	<ul style="list-style-type: none"> Developed a Adobe PhotoShop extension focused on generating static store screens, network end cards and marketing purposed resources. 	
	Unity Playable Ads Kit C#, Unity	Apr. 2022 - Sep. 2023
	<ul style="list-style-type: none"> Developed a plugin for playable ads development, featuring essential template generation, translation(localization) package, utility methods, ... 	
	Semantic Segmentation using Deep Learning Python, NumPy, PyTorch, pandas, SciPy, OpenGL, Linux	Sep. 2020 - Jun. 2021
	<ul style="list-style-type: none"> Utilized python libraries with deep learning techniques to implement deep learning methods for semantic segmentation, enhancing a robot's functionality in search and rescue scenarios. 	
	Interface design for Semantic Segmentation Python, Qt, OpenGL	May 2021 - Jun. 2021
	<ul style="list-style-type: none"> Designed an interface facilitating input organization within deep learning architecture, enabling seamless execution of training, testing, and visualization procedures using S3DIS and ESOGU RAMPS datasets. 	
CERTIFICATES	Point Cloud Data Optimization C++	Nov. 2020 - Jan. 2021
	<ul style="list-style-type: none"> Implemented a data size reduction technique by scanning extensive point cloud information of a specified object. Utilized similarity measures and midpoints within the point cloud for classification and deep learning applications. 	
	Three.js Journey Three.js Journey by Bruno Simon	Jun. 2024
	Three.js and TypeScript Udemy	Apr. 2024
	Back-End Apps with Node.js and Express IBM	Dec. 2023
	Professional Meta Front-End Developer Certificate Meta	Nov. 2023
	3D Web Game Development With Three.JS Udemy	Sep. 2023
	JavaScript Algorithms and Data Structures freeCodeCamp	Jul. 2023
	Intermediate Object-Oriented Programming for Unity University of Colorado	May 2021
	Game Design and Development Michigan State University	Mar. 2021