Doğukan Kaan Bozkurt

Senior Playable Ads. Developer · Game Developer · Web Developer

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EXPERIENCE

Senior Playable Ads Developer
Oct. 2024 - Present
JustDice GmbH — *Hamburg, Germany*
- Managing end-to-end playable ads development from market research and ideation through 2D-3D asset design and game development to post-launch KPI analysis, ensuring campaign alignment and performance insights.
- Developing a web-based platform using TypeScript and Node.js to streamline IEC and Playable Ads creation, featuring built-in optimization and Ad network export tools.

Playable Ads Developer & Consultant (External)
Mar. 2025 - Present
MY.GAMES — *Amsterdam, The Netherlands*
- Developing interactive playable ads for mobile games using ThreeJS, PixiJS, TypeScript, HTML, and CSS to support marketing goals and user acquisition.
- Creating custom 3D & 2D assets for marketing campaigns using Blender, Photoshop, and Figma.
- Consulting on playable ad strategies, optimizing user engagement, and enhancing interactive ad performance.

Playable Ads Developer
Apr. 2023 - Oct. 2024
JustDice GmbH — *Hamburg, Germany*
- Developing engaging playable ads/ HTML5 games for apps and mobile games utilizing TypeScript, ThreeJS, PixiJS as well as Unity, LunaLabs, and C#.
- Designing 3D & 2D assets for marketing campaigns using Blender, Adobe PhotoShop and Figma.
- Developing plugins to automate the playable ads development process, including an integrated auto-translation extension for Unity.
- Building automation plugins for Adobe Apps to support the Design Team, utilizing ExtendScript, JavaScript, HTML, CSS, and UXP.

Playable Ads Dev. & Marketing Game Developer
Nov. 2021 - Apr. 2023
Panteon Games — *Ankara, Turkey*
- Designed and developed captivating playable ads/ HTML5 games using Unity, LunaLabs, and C#.
- Enhanced gameplay, integrated new mechanics/features, and applied creative elements to maximize game attractiveness for advertising.
- Developed packages for playable ads. and creative game development in Unity using C#.

Project Engineer Intern
Aug. 2021 - Sep. 2021
TUPRAS — *Kocaeli, Turkey*
- Led 'susTRAINable' project at TUPRAS, targeting net-zero railway emissions by 2050, aligning with 6 UN Sustainable Development Goals.
- Led 'TogetHER' project focused on improving women's lives in the refinery and energy sectors, including mentorship programs for STEM-inclined women.

Game Developer Intern
Mar. 2021 - Jul. 2021
GEFEASOFT — *Mugla, Turkey*
- Developed WebGL and HTML5 based serious games. by using C# and Unity.

EDUCATION

Eskisehir Osmangazi University
Sep. 2016 - Aug. 2021
B.S., Electrical & Electronics Engineering (%100 English) — *Eskisehir, Turkey*
- 3.01/4.00 GPA
- Worked as an intern in the Artificial Intelligence and Robotics Lab. Played an active role in developing the website for the course.

SKILLS

Programming Languages: C#, TypeScript, JavaScript, Python, C++

FrontEnd & DevOps & Testing: HTML, CSS, Sass, TailwindCSS, React, Svelte, CI/CD, Docker, Jest

BackEnd & DataBases: .Net, Node.JS, Express, RESTful, MySQL, PostgreSQL, MongoDB, Prisma, Redis

Tools, Package Managers: Git, npm, Webpack, Vite, UXP

Game Development: Unity, LunaLabs(Unity Playworks), Cocos Engine

Libraries: ThreeJS, PixiJS, GSAP, TweenJS, GLSL, R3F

Design Tools: Blender, Spline, Figma, Adobe PhotoShop, Adobe Premier Pro

Soft Skills: Problem Solving, Marketing KPI Analysis, Creativity, Market-Trend Analysis, Quick Learner

LANGUAGES

Turkish: Native	**English:** C1	**Korean:** A2	**German:** A2
	EF Standard Test: 81/100	*TOPIK I: 156/200*	*Goethe-Institut: A1*

ACTIVITIES

Founder
Crabtic

Aug. 2025 - 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

base122-encoding (npm package)
TypeScript, NodeJS, Vite

Sep. 2025 - Present

- Developing a package implementing Base-122 encoding, reducing data size by up to ~30% compared to Base-64 for use in data URIs.

texture-optimize-pro (npm package)
TypeScript, NodeJS, Sharp

Oct. 2025 - Oct. 2025

- Developed a texture optimization library for HTML5 games (PixiJS/ThreeJS), leveraging Sharp for high-performance image processing with per-texture configuration of max size, format, and quality.

Text Localization - GEO Package
TypeScript, NodeJS

Jan. 2025 - Feb. 2025

- Developed a localization package, that detects device language and updates playable ads/ HTML5 game texts for multilingual support.

AdCraft
HTML, CSS, TypeScript, Tailwind, React, Vite

Oct. 2024 - Oct. 2024

- Developed a tool designed to streamline the manipulation of ad network requirements and enable efficient build generation by providing a simple interface for playable ads/ HTML5 games.

Adobe PhotoShop Design Tool
ExtendScript, JavaScript, CSS, HTML, UXP, Adobe PhotoShop

Jul. 2023 - Dec. 2023

- 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

- Developed a plugin for playable ads development, featuring essential template generation, translation(localization) package, utility methods, ...

Semantic Segmentation using Deep Learning (Graduation Project)
Python, NumPy, PyTorch, pandas, SciPy, OpenGL, Linux

Sep. 2020 - Jun. 2021

- 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.

CERTIFICATES

Professional CSS
ByteGrad

Jan. 2025

- HTML, CSS, Grid & Flexbox, Responsiveness, SASS/SCSS, Bem, Animations& Transitions

Three.js Journey
Three.js Journey by Bruno Simon

Jun. 2024

- JavaScript, ThreeJS, CannonJS, GLSL, GSAP, R3F, HTML, CSS, Blender, Rapier

Three.js and TypeScript
Udemy by Sean Bradley

Apr. 2024

- TypeScript, ThreeJS, CannonJS, TweenJS, HTML, CSS, Blender

Back-End Apps with Node.js and Express
IBM

Dec. 2023

- JavaScript, Node.JS, Express

Professional Meta Front-End Developer Certificate
Meta

Nov. 2023

- JavaScript, HTML, CSS, Bootstrap, Sass, React, npm, Jest, Figma