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Doğukan Kaan Bozkurt

Playable Ads. Developer | Web Developer

EXPERIENCE

Playable Ads Developer

JustDice GmbH

Apr. 2023 - Present

Hamburg, Germany

- Developing playable ads for apps and mobile games using Unity, LunaLabs, and C#.
- 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

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

Frameworks: React, Tailwind, ThreeJS, Node.js, Express, Next.js, Jest, Qt

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

Libraries: CannonJS, ExtendScript, Framer Motion, PyTorch, pandas, NumPy, SciPy

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	Software Engineer Pink Waffle	Jan. 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	Playable Ads. & Game Projects Unity, C#, LunaLabs, JavaScript, ThreeJS, CannonJS <ul style="list-style-type: none"> Collection of individual and company-based playable ads and game projects that I have developed. 	Jun. 2021 - Present
	Chrome Extension - English/ German Flash Cards HTML, CSS, Tailwind, TypeScript, React <ul style="list-style-type: none"> Developed a Google Chrome extension focused on English-German flashcards, aimed at enhancing vocabulary skills 	Jan. 2024 - Present
	Unity Playable Ads Kit C#, Unity <ul style="list-style-type: none"> Developed a plugin for playable ads development, featuring essential template generation, translation(localization) package, utility methods, ... 	Apr. 2022 - Sep. 2023
	Semantic Segmentation using Deep Learning Python, NumPy, PyTorch, pandas, SciPy, OpenGL, Linux <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. 	Sep. 2020 - Jun. 2021
	Interface design for Semantic Segmentation Python, Qt, OpenGL <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. 	May 2021 - Jun. 2021
	Point Cloud Data Optimization C++ <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. 	Nov. 2020 - Jan. 2021
	Counting products on a Conveyor Belt Proteus <ul style="list-style-type: none"> Utilized Proteus to design a circuit system that sorts and separates products on a conveyor belt according to their individual colors. 	Sep. 2018 - Dec. 2018
CERTIFICATES	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