

Doğukan Kaan Bozkurt

Senior Playable Ads. Developer · Game Developer · Web Developer

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EXPERIENCE

Senior Playable Ads Developer <i>JustDice GmbH</i>	Oct. 2024 - Present Hamburg, Germany
<ul style="list-style-type: none">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) <i>MY.GAMES</i>	Mar. 2025 - Present Amsterdam, The Netherlands
<ul style="list-style-type: none">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 <i>JustDice GmbH</i>	Apr. 2023 - Oct. 2024 Hamburg, Germany
<ul style="list-style-type: none">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 <i>Panteon Games</i>	Nov. 2021 - Apr. 2023 Ankara, Turkey
<ul style="list-style-type: none">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 <i>TUPRAS</i>	Aug. 2021 - Sep. 2021 Kocaeli, Turkey
<ul style="list-style-type: none">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 <i>GEFEASOFT</i>	Mar. 2021 - Jul. 2021 Mugla, Turkey
<ul style="list-style-type: none">Developed WebGL and HTML5 based serious games. by using C# and Unity.	

EDUCATION

Eskisehir Osmangazi University <i>B.S., Electrical & Electronics Engineering (%100 English)</i>	Sep. 2016 - Aug. 2021 Eskisehir, Turkey
<ul style="list-style-type: none">3.01/4.00 GPAWorked 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
EF Standard Test: 81/100

Korean: A2
TOPIK I: 156/200

German: A2
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