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My Website:

Doğukan Kaan Bozkurt

Senior Playable Ads. Developer | Creative Developer

EXPERIENCE

Senior Playable Ads Developer
JustDice GmbH

Oct. 2024 - Present
Hamburg, Germany

- 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.
- Leading end-to-end Playable Ads development from market research and ideation through asset design and development to post-launch KPI analysis, ensuring campaign alignment and performance insights.

Playable Ads Developer
JustDice GmbH

Apr. 2023 - Present
Hamburg, Germany

- Designing engaging playable ads for apps and mobile games utilizing JavaScript, ThreeJS, CannonJS, PixiJS as well as Unity, LunaLabs, and C#
- Designing 3D & 2D assets for marketing campaigns using Blender, 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 Dev.
Panteon Games

Nov. 2021 - Oct. 2024
Ankara, Turkey

- Designed and developed captivating playable ads 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
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.
- 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
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#.

EDUCATION

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

Sep. 2016 - Aug. 2021
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, ExtendScript, C++
FrontEnd & Test: HTML5, CSS, TailwindCSS, React, Jest
BackEnd & DataBases: Node.JS, Express, .Net, MySQL, MongoDB
Tools, Package Managers: Git, npm, Vite, Rollup, UXP
Game Development: Unity, LunaLabs(Unity Playworks)
Libraries: ThreeJS, CannonJS, PixiJS, GSAP, GLSL, Tween.JS, Framer Motion, R3F
Design Tools: Blender, Spline, Figma, Adobe PhotoShop, Adobe Premier Pro

LANGUAGES

Turkish: Native
English: C1
EF Standard Test 81/100
Korean: A2
TOPIK I 156/200
German: A2

ACTIVITIES	**Full-Stack Software Engineer**	Apr. 2024 - Present
	Kind Crab	Hamburg, Germany

Co-Founder & Administrative Assistant — Jun. 2019 - Nov. 2021
Eskisehir Korean Culture Academy — Eskisehir, Turkey

IGET-IT MEMBER — Oct. 2017 - Jun. 2018
AIESEC Turkey — Eskisehir, Turkey

PROJECTS

AdCraft — Oct. 2024 - Oct. 2024
TypeScript, Tailwind, React, Vite
- AdCraft is a tool designed to streamline the manipulation of ad network requirements and enable efficient build generation by providing a simple interface

Adobe PhotoShop Design Tool — Jul. 2023 - Dec. 2023
ExtendScript, JavaScript, CSS, HTML, UXP, Adobe PhotoShop
- Developed a Adobe PhotoShop extension focused on generating static store screens, network end cards and marketing purposed resources.

Unity Playable Ads Kit — Apr. 2022 - Sep. 2023
C#, Unity
- Developed a plugin for playable ads development, featuring essential template generation, translation(localization) package, utility methods, …

Semantic Segmentation using Deep Learning — Sep. 2020 - Jun. 2021
Python, NumPy, PyTorch, pandas, SciPy, OpenGL, Linux
- 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 — May 2021 - Jun. 2021
Python, Qt, OpenGL
- 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.

Point Cloud Data Optimization — Nov. 2020 - Jan. 2021
C++
- 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.

CERTIFICATES

Three.js Journey — Jun. 2024
Three.js Journey by Bruno Simon

Three.js and TypeScript — Apr. 2024
Udemy

Back-End Apps with Node.js and Express — Dec. 2023
IBM

Professional Meta Front-End Developer Certificate — Nov. 2023
Meta

3D Web Game Development With Three.JS — Sep. 2023
Udemy

JavaScript Algorithms and Data Structures — Jul. 2023
freeCodeCamp

Intermediate Object-Oriented Programming for Unity — May 2021
University of Colorado

Game Design and Development — Mar. 2021
Michigan State University