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Doğukan Kaan Bozkurt

Playable Ads. Developer | Web Developer

EXPERIENCE

Playable Ads Developer
Apr. 2023 - Present
JustDice GmbH
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.
Nov. 2021 - Apr. 2023
Panteon Games
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
Sep. 2021 - Oct. 2021
Ekmob SFA
Istanbul, Turkey

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

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. Moreover, 'TogetHER' project focused on improving women's lives in the refinery and energy sectors, including mentorship programs for STEM-inclined women.

Game Developer
Mar. 2021 - Jun. 2021
GEFEASOFT
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
Feb. 2020 - Jun. 2020
Avocuda
Istanbul, Turkey

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

EDUCATION

Eskisehir Osmangazi University
Sep. 2016 - Aug. 2021
B.S., Electrical & Electronics Engineering (%100 English)
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   **Korean:** A2   **German:** A2
EF Standard Test 81/100   TOPIK I 156/200

| ACTIVITIES | **Software Engineer** | Jan. 2024 - Present |
| | Pink Waffle | 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

Playable Ads. & Game Projects — Jun. 2021 - Present
Unity, C#, LunaLabs, JavaScript, ThreeJS, CannonJS
- Collection of individual and company-based playable ads and game projects that I have developed.

Chrome Extension - English/ German Flash Cards — Jan. 2024 - Present
HTML, CSS, Tailwind, TypeScript, React
- Developed a Google Chrome extension focused on English-German flashcards, aimed at enhancing vocabulary skills

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.

Counting products on a Conveyor Belt — Sep. 2018 - Dec. 2018
Proteus
- Utilized Proteus to design a circuit system that sorts and separates products on a conveyor belt according to their individual colors.

CERTIFICATES

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