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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 by using Unity, LunaLabs, and C# programming language.
- Developing automation tools/ extensions for Unity using C# programming language and for Adobe programs by using UXP, ExtendScript, HTML, CSS and JavaScript.
- Creating 3D and 2D assets for marketing campaigns and playable ads by using Blender, Spline, Figma and Photoshop.

### Playable Ads Dev. & Marketing Game Dev.

Panteon Games

Nov. 2021 - Apr. 2023

Ankara, Turkey

- Developing and designing playable ads for marketing campaigns by using Unity, LunaLabs, and C# programming language.
- Modifying and iterating games on the gameplay, adding new mechanics/ features, and being creative to make games as attractive as possible for the advertising campaigns
- Developing ready-to-use tools/ packages for playable ads development in unity by using editor scripting.

### Technical Customer Support Specialist

Ekmob SFA

Sep. 2021 - Oct. 2021

Istanbul, Turkey

- Solving the problems/ bugs customers have experienced while using the software.
- Describing the software properties to our customers using our company's sale/ organizing-based software from a technical point of view.

### 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. Spearheaded '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# programming language.

## 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, MATLAB, Arduino

**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	<b>Software Engineer</b> Pink Waffle	Jan. 2024 - Present Hamburg, Germany
	<b>Co-Founder &amp; Administrative Assistant</b> Eskisehir Korean Culture Academy	Jun. 2019 - Nov. 2021 Eskisehir, Turkey
	<b>IGET-IT MEMBER</b> AIESEC Turkey	Oct. 2017 - Jun. 2018 Eskisehir, Turkey
PROJECTS	<b>Chrome Extension - English/ German Flash Cards</b> HTML, CSS, Tailwind, TypeScript, React	Jan. 2024 - Present
	<ul style="list-style-type: none"> <li>Developed a Google Chrome extension focused on English-German flashcards, aimed at enhancing vocabulary skills</li> </ul>	
	<b>Chrome Extension - Quick Notes</b> HTML, CSS, Tailwind, JavaScript	Dec. 2023 - Present
	<ul style="list-style-type: none"> <li>Created a versatile extension for quick note-taking, enabling users to capture various note formats including text, color-coded entries, and webpage screenshots.</li> </ul>	
	<b>Unity Playable Ads Kit</b> C#, Unity	Apr. 2022 - Sep. 2023
	<ul style="list-style-type: none"> <li>Developed a plugin for playable ads development, featuring essential template generation, translation(localization) package, utility methods, ...</li> </ul>	
	<b>Semantic Segmentation using Deep Learning</b> Python, NumPy, PyTorch, pandas, SciPy, OpenGL, Ubuntu	Sep. 2020 - Jun. 2021
	<ul style="list-style-type: none"> <li>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.</li> </ul>	
	<b>Interface design for Semantic Segmentation</b> Python, Qt, OpenGL	May 2021 - Jun. 2021
	<ul style="list-style-type: none"> <li>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.</li> </ul>	
	<b>Point Cloud Data Optimization</b> C++	Nov. 2020 - Jan. 2021
	<ul style="list-style-type: none"> <li>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.</li> </ul>	
	<b>Counting products on a Conveyor Belt</b> Proteus	Sep. 2018 - Dec. 2018
	<ul style="list-style-type: none"> <li>Utilized Proteus to design a circuit system that sorts and separates products on a conveyor belt according to their individual colors.</li> </ul>	
CERTIFICATES	<b>Back-End Apps with Node.js and Express</b> IBM	Dec. 2023
	<b>Professional Meta Front-End Developer Certificate</b> Meta	Nov. 2023
	<b>3D Web Game Development With Three.JS</b> Udemy	Sep. 2023
	<b>JavaScript Algorithms and Data Structures</b> freeCodeCamp	Jul. 2023
	<b>Intermediate Object-Oriented Programming for Unity</b> University of Colorado	May 2021
	<b>Game Design and Development</b> Michigan State University	Mar. 2021