

# Doğukan Kaan Bozkurt

Senior Playable Ads. Developer · Game Developer · Web Developer

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## EXPERIENCE

### Senior Playable Ads Developer

Oct. 2024 - Present

*JustDice GmbH*

*Hamburg, Germany*

- 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)

Mar. 2025 - Present

*MY.GAMES*

*Amsterdam, The Netherlands*

- 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

Apr. 2023 - Oct. 2024

*JustDice GmbH*

*Hamburg, Germany*

- 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

Nov. 2021 - Apr. 2023

*Panteon Games*

*Ankara, Turkey*

- 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

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.
- 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

Mar. 2021 - Jul. 2021

*GEFEASOFT*

*Mugla, Turkey*

- Developed WebGL and HTML5 based serious games. by using C# and Unity.

## EDUCATION

### Eskisehir Osmangazi University

Sep. 2016 - Aug. 2021

*B.S., Electrical & Electronics Engineering (%100 English)*

*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, 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