Doğukan Kaan Bozkurt
Senior Playable Ads. 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
Apr. 2023 - Oct. 2024
JustDice GmbH — *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.
Nov. 2021 - Apr. 2023
Panteon Games — *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
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 - Jun. 2021
GEFEASOFT — *Mugla, Turkey*
- Developed WebGL & Mobile based serious games and VR-based Anatomy Atlas in the healthcare industry by using 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, ExtendScript, C++
FrontEnd & Test: HTML5, CSS, Sass, TailwindCSS, React, Jest
BackEnd & DataBases: Node.JS, Express, .Net, MySQL, MongoDB
Tools, Package Managers: Git, npm, Vite, CI/CD, GraphQL, Rollup, UXP
Game Development: Unity, LunaLabs(Unity Playworks), Cocos Engine
Libraries: ThreeJS, CannonJS, PixiJS, GSAP, GLSL, Tween.JS, Framer Motion, 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	**Korean:** A2	**German:** A2
	EF Standard Test: 81/100	*TOPIK I: 156/200*	

ACTIVITIES

Founder　　　　　　　　　　　　　　　　　　　　　　　　**Nov. 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

Text Localization - GEO Package　　　　　　　　　　　　　**Jan. 2025 - Feb. 2025**
TypeScript, NodeJS
- Developed a localization package that auto-detects device language and updates playable ads texts for seamless multilingual support.

AdCraft　　　　　　　　　　　　　　　　　　　　　　　　**Oct. 2024 - Oct. 2024**
HTML, CSS, 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 (Graduation Project)　**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.

CERTIFICATES

Professional CSS　　　　　　　　　　　　　　　　　　　　**Jan. 2025**
ByteGrad
- HTML, CSS, Grid & Flexbox, Responsiveness, SASS/SCSS, Bem, Animations& Transitions

Three.js Journey　　　　　　　　　　　　　　　　　　　　**Jun. 2024**
Three.js Journey by Bruno Simon
- JavaScript, ThreeJS, CannonJS, GLSL, GSAP, R3F, HTML, CSS, Blender, Rapier

Three.js and TypeScript　　　　　　　　　　　　　　　　　**Apr. 2024**
Udemy by Sean Bradley
- TypeScript, ThreeJS, CannonJS, TweenJS, HTML, CSS, Blender

Back-End Apps with Node.js and Express　　　　　　　　　　**Dec. 2023**
IBM
- JavaScript, Node.JS, Express

Professional Meta Front-End Developer Certificate　　　　　**Nov. 2023**
Meta
- JavaScript, HTML, CSS, Bootstrap, Sass, React, npm, Jest, Figma

3D Web Game Development With Three.JS　　　　　　　　　　**Sep. 2023**
Udemy
- JavaScript, ThreeJS, CannonJS

JavaScript Algorithms and Data Structures　　　　　　　　　**Jul. 2023**
freeCodeCamp
- JavaScript

Intermediate Object-Oriented Programming for Unity　　　　**May 2021**
University of Colorado
- C#, Unity