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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 - Oct. 2024
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

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| ACTIVITIES | Full-Stack Software Engineer Kind Crab | Apr. 2024 - 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 | AdCraft TypeScript, Tailwind, React, Vite | Oct. 2024 - Oct. 2024 |
| | <ul style="list-style-type: none"> 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 ExtendScript, JavaScript, CSS, HTML, UXP, Adobe PhotoShop | Jul. 2023 - Dec. 2023 |
| | <ul style="list-style-type: none"> 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 |
| | <ul style="list-style-type: none"> Developed a plugin for playable ads development, featuring essential template generation, translation(localization) package, utility methods, ... | |
| | Semantic Segmentation using Deep Learning Python, NumPy, PyTorch, pandas, SciPy, OpenGL, Linux | Sep. 2020 - Jun. 2021 |
| | <ul style="list-style-type: none"> 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 Python, Qt, OpenGL | May 2021 - Jun. 2021 |
| | <ul style="list-style-type: none"> 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 C++ | Nov. 2020 - Jan. 2021 |
| CERTIFICATES | Three.js Journey Three.js Journey by Bruno Simon | Jun. 2024 |
| | Three.js and TypeScript Udemy | Apr. 2024 |
| | Back-End Apps with Node.js and Express IBM | Dec. 2023 |
| | Professional Meta Front-End Developer Certificate Meta | Nov. 2023 |
| | 3D Web Game Development With Three.JS Udemy | Sep. 2023 |
| | JavaScript Algorithms and Data Structures freeCodeCamp | Jul. 2023 |
| | Intermediate Object-Oriented Programming for Unity University of Colorado | May 2021 |
| | Game Design and Development Michigan State University | Mar. 2021 |