

Doğukan Kaan Bozkurt

Senior Playable Ads. Developer | Web Developer

My Website:



+4917665870271 | dkaanbozkurt@gmail.com | dkbozkurt.vercel.app | github.com/dkbozkurt | linkedin.com/in/dkbozkurt | behance.net/dkbozkurt

EXPERIENCE

Senior Playable Ads Developer

Oct. 2024 - Present

JustDice GmbH

Hamburg, Germany

- Leading 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, 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

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

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

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.

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.

CERTIFICATES

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