Doğukan Kaan Bozkurt

Senior Playable Ads. Developer · Creative Game Developer

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EXPERIENCE

Senior Playable Ads Developer
JustDice GmbH   **Oct. 2024 - Present**
                                                                  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)
MY.GAMES   **Mar. 2025 - Present**
                                                                  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
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 Developer
Panteon Games   **Nov. 2021 - Apr. 2023**
                                                                  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 - Jul. 2021**
                                                                  Mugla, Turkey
- Developed WebGL, Mobile and HTML5 based serious games. by using C# and Unity.

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, C++

FrontEnd & DevOps & Testing: HTML, CSS, Sass, TailwindCSS, React, Docker, Jest

BackEnd & DataBases: .Net, Node.JS, Express, RESTful, GraphQL MySQL, MongoDB

Tools, Package Managers: Git, npm, Webpack, Vite, Rollup, UXP

Game Development: Unity, LunaLabs(Unity Playworks), Cocos Engine

Libraries: ThreeJS, PixiJS, GSAP, 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	**Korean:** A2	**German:** A2
	EF Standard Test: 81/100	*TOPIK I: 156/200*	*Goethe-Institut: A1*

ACTIVITIES

Founder   **Aug. 2025 - Present**
Crabtic   *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

base122-encoding (npm package)   **Sep. 2025 - Present**
TypeScript, NodeJS
- Developed 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)   **Oct. 2025 - Oct. 2025**
TypeScript, NodeJS, Sharp
- 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   **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.

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