Doğukan Kaan Bozkurt
Playable Ads. Developer | Creative Developer

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

EXPERIENCE

Playable Ads Developer
JustDice GmbH
Apr. 2023 - Present
Hamburg, Germany
- Designing engaging playable ads for apps and mobile games utilizing JavaScript, ThreeJS, CannonJS, PixiJS as well as Unity, LunaLabs, and C#
- 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.
- 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 - 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 - Jun. 2021
Mugla, Turkey
- Developed WebGL & Mobile based serious games and VR-based Anatomy Atlas in the healthcare industry by using Unity.

Software Engineer Intern
Avocuda
Feb. 2020 - Jun. 2020
Istanbul, Turkey
- Contributed to mobile application development in the development team, utilizing React-Native and Adobe XD.

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
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

Full-Stack Software Engineer — Apr. 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

Chrome Extension - English/ German Flash Cards — Jan. 2024 - Apr. 2024
HTML, CSS, Tailwind, JavaScript, React
- Developed a Google Chrome extension focused on English-German flashcards, aimed at enhancing vocabulary skills

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