



Doğukan Kaan Bozkurt

Senior Playable Ads. Developer | Web Developer

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My Website:



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

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), Cocos Engine

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

ACTIVITIES	Founder Kind Crab	Nov. 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 HTML, CSS, 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
	<ul style="list-style-type: none"> 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 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