

Doğukan Kaan Bozkurt

Senior Playable Ads. Developer • HTML5 Game Developer

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----- PROFESSIONAL EXPERIENCE -----

Senior Software Engineer, Performance Marketing, Agave Games Istanbul, Turkey	Apr. 2026 - Present
<ul style="list-style-type: none">Leading the end-to-end lifecycle of playable ads, from market-driven ideation through game development to post-launch KPI analysis, ensuring every creative element is refined to maximize CTR and drive high-intent user conversions.Executing rapid gameplay iterations and A/B testing to implement 'creative hooks' and responsive mechanics that bridge the gap between technical polish and top-tier IPM results for global advertising campaigns.Architecting a proprietary TypeScript/Node.js engine to automate playable ad/ HTML5 game and IEC creation, featuring integrated asset compression and ad network export tools to ensure minimum build size and peak runtime performance.	
Senior Playable Ads Developer, JustDice GmbH Hamburg, Germany	Oct. 2024 - Apr. 2026
<ul style="list-style-type: none">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 HTML5 games/ Playable Ads and IEC creation, featuring built-in optimization and Ad network export tools.	
Playable Ads Developer& Consultant (External), MY.GAMES Amsterdam, The Netherlands	Mar. 2025 - Mar. 2026
<ul style="list-style-type: none">Developing interactive playable ads for mobile games using ThreeJS, PixiJS, TypeScript, HTML and CSS to support marketing goals and user acquisition.Consulting on and executing technical strategies for playable ads, focusing on seamless runtime performance and polished gameplay mechanics to boost player retention.	
Playable Ads Development Consultant (Co-op), GameGame Hamburg, Germany	Jul. 2025 - Nov. 2025
<ul style="list-style-type: none">Developing interactive playable ads for mobile games using ThreeJS, PixiJS, TypeScript, HTML and CSS to support marketing goals and user acquisition.Consulting on and executing technical strategies for playable ads, focusing on seamless runtime performance and polished gameplay mechanics to boost player retention.	
Playable Ads Developer, JustDice GmbH Hamburg, Germany	Apr. 2023 - Oct. 2024
<ul style="list-style-type: none">Developing engaging playable ads/ HTML5 games for apps and mobile games utilizing TypeScript, ThreeJS, PixiJS as well as Unity, Luna, and C#.Designing 3D & 2D assets for marketing campaigns using Blender, Adobe 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 Ankara, Turkey	Nov. 2021 - Apr. 2023
<ul style="list-style-type: none">Designed and developed captivating playable ads/ HTML5 games 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#.	
Game Developer (Intern), GEFEASOFT Mugla, Turkey	Mar. 2021 - Jul. 2021
<ul style="list-style-type: none">Developed WebGL and HTML5 based serious games. by using C# and Unity.	

----- EDUCATION -----

M. Sc., Informatik (Computer Science), University of Hamburg	Apr. 2025 - Jan. 2026
<ul style="list-style-type: none">Incomplete: Relocation	
B. Sc., Electrical & Electronics Engineering (%100 English), Eskisehir Osmangazi University	Sep. 2016 - Aug. 2021
<ul style="list-style-type: none">3.01/4.00 GPAWorked 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++

Game Development: Unity, Unity Playworks (Luna), Cocos Engine, ThreeJS, PixiJS, GSAP, TweenJS, GLSL, R3F

FrontEnd: HTML, CSS, Sass, TailwindCSS, React

Backend & DataBases: .Net, Node.JS, Express, MySQL, PostgreSQL, MongoDB, Prisma, Redis, RabbitMQ

DevOps & Tools: Git, npm, Webpack, Vite, Docker, CI/CD, Jest, UXP

Design Tools: Blender, Spline, Figma, Adobe PhotoShop, Adobe Premier Pro

Soft Skills: Problem Solving, Marketing KPI Analysis, Creativity, Market-Trend Analysis, Quick Learner, Efficient AI User

----- L A N G U A G E S -----

Turkish: Native

English: C1

EF Standard Test: 81/100

Korean: A2

TOPIK I: 156/200

German: A2

----- A C T I V I T I E S -----

Founder, Crabtic | Hamburg, Germany

Aug. 2025 - Present

Co-Founder & Administrative Assistant, Korean Culture Academy | Eskisehir, Turkey

Jun. 2019 - Nov. 2021

IGET-IT Member, AIESEC Turkey | Eskisehir, Turkey

Oct. 2017 - Jun. 2018

----- P R O J E C T S -----

base122-encoding (npm package)

Dec. 2025 - Jan. 2026

TypeScript, NodeJS, Vite

- Developing a package implementing Base-122 encoding, reducing data size by up to ~30% compared to Base-64 for use in data URIs.

Figma Design Plugin

Jul. 2025 - Dec. 2025

TypeScript, HTML, CSS, Figma, Vite

- Developed a Figma plugin that automates the creation of static store screens, network end-cards, and marketing assets, featuring DeepL API integration for seamless multi-GEO translations.

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 detects device language and updates playable ads/ HTML5 game texts for multilingual support.

AdCraft

Oct. 2024 - Oct. 2024

HTML, CSS, TypeScript, Tailwind, React, Vite

- Developed a tool designed to streamline the manipulation of ad network requirements and enable efficient build generation by providing a simple interface for playable ads/ HTML5 games.

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, etc.

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.

----- C E R T I F I C A T I O N S -----

Professional CSS, ByteGrad

Jan. 2025

- HTML, CSS, Grid & Flexbox, Responsiveness, SASS/SCSS, Bem, Animations& Transitions

Three.js Journey, by Bruno Simon

Jun. 2024

- JavaScript, ThreeJS, CannonJS, GLSL, GSAP, R3F, HTML, CSS, Blender, Rapier

Three.js and TypeScript, Udemy by Sean Bradley

Apr. 2024

- TypeScript, ThreeJS, CannonJS, TweenJS, HTML, CSS, Blender

Back-End Apps with Node.js and Express, IBM

Dec. 2023

- JavaScript, Node.js, Express

Professional Meta Front-End Developer Certificate, Meta

Nov. 2023

- JavaScript, HTML, CSS, Bootstrap, Sass, React, npm, Jest, Figma