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Doğukan Kaan Bozkurt

Playable Ads. Developer | Web Developer

EXPERIENCE

Playable Ads Developer JustDice GmbH

Apr. 2023 - Present
Hamburg, Germany

- Developing playable ads for apps and mobile games by using Unity, LunaLabs, and C# programming language.
- Developing automation tools/ extensions for Unity using C# programming language and for Adobe programs by using UXP, ExtendScript, HTML, CSS and JavaScript.
- Creating 3D and 2D assets for marketing campaigns and playable ads by using Blender, Spline, Figma and Photoshop.

Playable Ads Dev. & Marketing Game Dev. Panteon Games

Nov. 2021 - Apr. 2023
Ankara, Turkey

- Developing and designing playable ads for marketing campaigns by using Unity, LunaLabs, and C# programming language.
- Modifying and iterating games on the gameplay, adding new mechanics/ features, and being creative to make games as attractive as possible for the advertising campaigns
- Developing ready-to-use tools/ packages for playable ads development in unity by using editor scripting.

Technical Customer Support Specialist Ekmob SFA

Sep. 2021 - Oct. 2021
Istanbul, Turkey

- Solving the problems/ bugs customers have experienced while using the software.
- Describing the software properties to our customers using our company's sale/ organizing-based software from a technical point of view.

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. Spearheaded 'TogetHER' project focused on improving women's lives in the refinery and energy sectors, including mentorship programs for STEM-inclined women.

Game Developer 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# programming language.

EDUCATION

Eskisehir Osmangazi University Electrical & Electronics Engineering (%100 English)

Sep. 2016 - Aug. 2021
Eskisehir, Turkey

- 3.01/4.00 GPA
- Activities: Artificial intelligence and Robotics Lab. Intern

SKILLS

Programming Languages: C#, C++, Python, C, HTML, CSS, JavaScript, TypeScript
Frameworks: React, Tailwind, ThreeJS, Node.js, Express, Next.js, Jest, Qt
Developer Tools: Git, npm, Linux, LunaLabs, Unity, UXP, MATLAB, Arduino
Libraries: CannonJS, ExtendScript, Framer Motion, PyTorch, pandas, NumPy, SciPy
Design Tools: Blender, Spline, Figma, Adobe PhotoShop

LANGUAGES

Turkish: Native

English: C1
EF Standard Test 81/100

Korean: A2
TOPIK I 156/200

German: A1

ACTIVITIES	Software Engineer Pink Waffle	Jan. 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	Chrome Extension - English/ German Flash Cards HTML, CSS, Tailwind, TypeScript, React	Jan. 2024 - Present
	<ul style="list-style-type: none"> Developed a Google Chrome extension focused on English-German flashcards, aimed at enhancing vocabulary skills 	
	Chrome Extension - Quick Notes HTML, CSS, Tailwind, JavaScript	Dec. 2023 - Present
	<ul style="list-style-type: none"> Created a versatile extension for quick note-taking, enabling users to capture various note formats including text, color-coded entries, and webpage screenshots. 	
	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, Ubuntu	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. 	
	Counting products on a Conveyor Belt Proteus	Sep. 2018 - Dec. 2018
	<ul style="list-style-type: none"> Utilized Proteus to design a circuit system that sorts and separates products on a conveyor belt according to their individual colors. 	
CERTIFICATES	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