

Doğukan Kaan Bozkurt

Senior Playable Ads. Developer | Web Developer

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EXPERIENCE

Senior Playable Ads Developer

Oct. 2024 - Present

JustDice GmbH

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

Apr. 2023 - Oct. 2024

JustDice GmbH

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.

Nov. 2021 - Apr. 2023

Panteon Games

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

Aug. 2021 - Sep. 2021

TUPRAS

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

Mar. 2021 - Jun. 2021

GEFEASOFT

Mugla, Turkey

- Developed WebGL & Mobile based serious games and VR-based Anatomy Atlas in the healthcare industry by using Unity.

EDUCATION

Eskisehir Osmangazi University

Sep. 2016 - Aug. 2021

B.S., Electrical & Electronics Engineering (%100 English)

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

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

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

- AdCraft is a tool designed to streamline the manipulation of ad network requirements and enable efficient build generation by providing a simple interface

Oct. 2024 - Oct. 2024

Adobe PhotoShop Design Tool

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.

Jul. 2023 - Dec. 2023

Unity Playable Ads Kit

C#, Unity

- Developed a plugin for playable ads development, featuring essential template generation, translation(localization) package, utility methods, ...

Apr. 2022 - Sep. 2023

Semantic Segmentation using Deep Learning (Graduation Project)

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.

Sep. 2020 - Jun. 2021

Interface design for Semantic Segmentation

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.

May 2021 - Jun. 2021

Point Cloud Data Optimization

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.

Nov. 2020 - Jan. 2021

CERTIFICATES

Three.js Journey

Three.js Journey by Bruno Simon

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

Jun. 2024

Three.js and TypeScript

Udemy by Sean Bradley

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

Apr. 2024

Back-End Apps with Node.js and Express

IBM

- JavaScript, Node.JS, Express

Dec. 2023

Professional Meta Front-End Developer Certificate

Meta

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

Nov. 2023

3D Web Game Development With Three.JS

Udemy

- JavaScript, ThreeJS, CannonJS

Sep. 2023

JavaScript Algorithms and Data Structures

freeCodeCamp

- JavaScript

Jul. 2023

Intermediate Object-Oriented Programming for Unity

University of Colorado

- C#, Unity

May 2021