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My Website:



# Doğukan Kaan Bozkurt

Playable Ads. Developer | Creative Developer

## 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 and C#.

### 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

## LANGUAGES

**Turkish:** Native

**English:** C1  
EF Standard Test 81/100

**Korean:** A2  
TOPIK I 156/200

**German:** A2

ACTIVITIES	<b>Full-Stack Software Engineer</b> Kind Crab	Apr. 2024 - Present Hamburg, Germany
	<b>Co-Founder &amp; Administrative Assistant</b> Eskisehir Korean Culture Academy	Jun. 2019 - Nov. 2021 Eskisehir, Turkey
	<b>IGET-IT MEMBER</b> AIESEC Turkey	Oct. 2017 - Jun. 2018 Eskisehir, Turkey
PROJECTS	<b>Chrome Extension - English/ German Flash Cards</b> HTML, CSS, Tailwind, JavaScript, React	Jan. 2024 - Apr. 2024
	<ul style="list-style-type: none"> <li>Developed a Google Chrome extension focused on English-German flashcards, aimed at enhancing vocabulary skills</li> </ul>	
	<b>Adobe PhotoShop Design Tool</b> ExtendScript, JavaScript, CSS, HTML, UXP, Adobe PhotoShop	Jul. 2023 - Dec. 2023
	<ul style="list-style-type: none"> <li>Developed a Adobe PhotoShop extension focused on generating static store screens, network end cards and marketing purposed resources.</li> </ul>	
	<b>Unity Playable Ads Kit</b> C#, Unity	Apr. 2022 - Sep. 2023
	<ul style="list-style-type: none"> <li>Developed a plugin for playable ads development, featuring essential template generation, translation(localization) package, utility methods, ...</li> </ul>	
	<b>Semantic Segmentation using Deep Learning</b> Python, NumPy, PyTorch, pandas, SciPy, OpenGL, Linux	Sep. 2020 - Jun. 2021
	<ul style="list-style-type: none"> <li>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.</li> </ul>	
	<b>Interface design for Semantic Segmentation</b> Python, Qt, OpenGL	May 2021 - Jun. 2021
	<ul style="list-style-type: none"> <li>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.</li> </ul>	
CERTIFICATES	<b>Point Cloud Data Optimization</b> C++	Nov. 2020 - Jan. 2021
	<ul style="list-style-type: none"> <li>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.</li> </ul>	
	<b>Three.js Journey</b> Three.js Journey by Bruno Simon	Jun. 2024
	<b>Three.js and TypeScript</b> Udemy	Apr. 2024
	<b>Back-End Apps with Node.js and Express</b> IBM	Dec. 2023
	<b>Professional Meta Front-End Developer Certificate</b> Meta	Nov. 2023
	<b>3D Web Game Development With Three.JS</b> Udemy	Sep. 2023
	<b>JavaScript Algorithms and Data Structures</b> freeCodeCamp	Jul. 2023
	<b>Intermediate Object-Oriented Programming for Unity</b> University of Colorado	May 2021
	<b>Game Design and Development</b> Michigan State University	Mar. 2021