

Harun Emre Doğan

Game & Software Developer

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I study game development in Busan and build software in my own time. Three of my apps are out, and I made each one alone: the code, the installer, the website and the checkout.

RELEASED PROJECTS

Kukla Desktop app for Windows, 2026 hedaron.com/kukla

A physics board for recording video commentary. Grab any image and it swings, falls and flies like a real object while OBS records the window.

- Rapier 2D physics with a collider traced from every image's alpha mask, so a pasted PNG collides by its actual outline.
- A second, 3D board in three.js for posing Minecraft skins and glTF models next to the flat ones.
- Shipped with Tauri: a 4 MB installer, an auto updater and a licence server for the trial and the one-time purchase.

Built with TypeScript, PixiJS, Rapier, three.js, Tauri

GIF Launcher Desktop app for Windows, 2026 hedaron.com/gif-launcher

Puts GIFs, clips and sounds straight onto a friend's screen. Everyone on the channel sees the same frame at the same moment.

- Playback kept in sync across machines over WebSocket. The hard part was never what to play, it was agreeing on when.
- One media path for every kind of link, from a bare GIF to a video page, so a site's embed rules never decide what plays.
- A free tier and a Pro subscription through Stripe. First idea to a released installer in two months.

Built with Electron, Node.js, WebSocket, Stripe

Cusp Web app, 2026 hedaron.com/cusp

A study engine. You pick a topic, the AI you already use writes the material, and Cusp schedules each review for the day you would forget it.

- FSRs spaced repetition, kept on a separate clock from new material so studying fast never buries you in reviews.
- Code exercises that run against real tests inside a sandboxed web worker.
- An importer that repairs broken model output instead of rejecting it. Most of the test suite covers that one path.

Built with TypeScript, React, PWA, FSRs

EXPERIENCE

2026 to now

Independent developer

hedaron.com

Design, build and sell my own software. Three apps released so far, two of them paid, all written and supported alone.

EDUCATION

2026 to 2028

Game Development & Digital Animation

Dongseo University, Busan

Years three and four of the degree.

2024 to 2026

Game Development & Digital Animation

Mykolas Romeris University, Vilnius

Years one and two.

SKILLS

Languages: C#, TypeScript, JavaScript, HTML & CSS

Games & real-time: Unity, three.js, PixiJS, Rapier physics, WebGL, Blender for props and level blockouts

Desktop & web apps: Electron, Tauri, React, Astro, Node.js, WebSocket sync

Shipping: Stripe payments, Licence servers, Installers & auto updates, Cloudflare, Git

Spoken: Turkish (native), English (fluent), Korean (beginner)