AHMET UTKU DÖNGELOĞLU

INDUSTRIAL ENGINEER | OPERATIONS | DATA ANALYSIS | DIGITAL PRODUCT DEVELOPMENT

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ABOUT ME

I combine an analytical engineering approach to manufacturing, operations and data with years of hands-on digital product development. At British American Tobacco, I contributed to production data monitoring, loss analysis and process improvement; at MCM Savunma, I took part in a productivity-focused work-study project. My Erasmus exchange and work experience in Prague strengthened my ability to coordinate operations in an international environment. Alongside these experiences, I have developed websites, games and SaaS-oriented applications, working across requirements, user experience, workflows and prototyping. I aim to turn complex problems into practical operational and digital solutions.

EXPERIENCE

British American Tobacco (BAT) | Production Engineering Intern
June 2023 – July 2023 | Samsun, Türkiye

- Assisted in the daily monitoring and reporting of production downtime, equipment failures and scrap data.
- Supported production loss tracking and continuous improvement activities as part of Daily Direction Setting (DDS).
- Categorized procurement data and reviewed spending items to help assess potential improvement opportunities.
- Contributed to a manufacturing case study on root-cause identification and evaluation of possible solutions.

MCM Savunma | Work Study & Productivity Project
March 2022 – April 2022 | Ankara, Türkiye

- Worked in a four-person team to observe production processes in a defense-industry facility and conduct a productivity-focused work study.
- Assessed workflows and working methods to identify potential areas for process improvement.

Hotel Amadeus | Café & Breakfast Operations Coordinator
December 2023 – April 2024 | Prague, Czechia

- Coordinated daily operations, service flow and guest services in the hotel’s café and breakfast section during an Erasmus exchange.
- Contributed to operational improvements aimed at service quality, guest experience and sales.

SELECTED PROJECTS & DIGITAL WORK

KARAR | Independent Game and Content Tool Development | 2026 | Playable prototype

- Built a playable, mobile-first card-based decision and resource management game prototype in Godot and GDScript, including interactive UI and gameplay flow.
- Designed a JSON-driven content system for cards, decks and branching scenarios, with conditions, choice effects, time triggers and repeat rules.
- Developed a separate editor for card/scenario management, validation, controlled saving and Turkish/English localization workflows.

Websites, SaaS & Other Digital Products | Long-term independent work

- Worked on websites, games and SaaS-oriented applications over several years, gaining experience in concept development, interface design and functional prototyping.
- Combined HTML/CSS, website management, SEO and visual design with a focus on usability and product functionality.

EDUCATION

Ondokuz Mayıs University
BSc in Industrial Engineering | September 2020 – June 2025

Czech University of Life Sciences Prague
Industrial Engineering, Erasmus Exchange Programme | September 2023 – August 2024

TECHNICAL SKILLS

Analytics, reporting & modelling: Excel, VBA, SQL, Minitab, SPSS, Arena Simulation, GAMS
Software & digital: Godot, GDScript, JSON, HTML/CSS, SEO, website management
Other: Microsoft Office suite, AutoCAD, Adobe Photoshop

LANGUAGES & ADDITIONAL INFORMATION

English: Advanced | Spanish: Beginner | Class B driving licence | Military service: Completed