

SULTON **AJI** KURNIAWAN

ERP & Data Professional

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PROFILE

A professional in Electronic Data Processing (EDP) with a focus on large-scale ERP implementation, operational data analysis, and technology-driven business system optimization. Possesses over 2 years of experience in implementing Acumatica ERP, warehouse management, and transportation & replenishment systems. Strong background in application development using Unity and Augmented Reality (AR). Ready to contribute to teams that require a combination of technical expertise, analytical thinking, and project leadership.

EMPLOYMENT HISTORY

March 2023 – Present	Electronic Data Processing at PT Pangan Lestari	Sidoarjo
	<ul style="list-style-type: none">Operated and maintained Acumatica ERP to support daily business operationsStudied and implemented various ERP modules including Purchasing, Sales, Accounting, Logistics, and Warehouse ManagementDesigned and developed custom reports to support operational and managerial decision-makingDeveloped and enhanced new system features based on user requirementsLearned and implemented Transportation Management System (TMS) to optimize delivery operationsProvided technical support for office hardware issues to ensure minimal downtimeParticipated in the deployment of ERP systems across company branchesCreated custom ERP modules to accommodate unique business processesConducted application and feature testing to ensure system reliability and performancePerformed system issue analysis and troubleshooting to maintain operational efficiencyUtilized Power BI to visualize business data, create dashboards, and generate insights that support strategic and operational decisions	
October 2021 - November 2022	Unity Developer at Anantarupa Studio	Jakarta
	<ul style="list-style-type: none">Contributed to the development of the LOKAPALA game as part of a collaborative teamDesigned and implemented new gameplay features to enhance user experienceIntegrated and managed game assets to support visual and functional improvementsRefactored existing code for better performance, readability, and maintainabilityDeveloped a new mobile game from concept to releaseBuilt and optimized the game for Android and iOS platformsPublished the game to relevant app stores, ensuring compliance and performanceParticipated in game design discussions to refine core concepts and mechanics	
June 2021 – August 2021	Unity Developer at Nycki Studio	Malang
	<ul style="list-style-type: none">Created 3 Virtual Expos for campus and department promotion, including the <i>Prasetiya Mulya Virtual Campus Expo</i>Involved in the concept creation, defining user flow, virtual environment layout, and overall user experienceLed the development of interactive minigames to increase engagement and visitor retentionImplemented key Expo features such as virtual displays, interactive booths, and a functional marketplace systemCollaborated in a multidisciplinary team by managing task distribution, ensuring smooth communication between developers, designers, and content creators	

- Utilized Unity for immersive development, focusing on performance optimization and cross-platform compatibility

June 2017 – October 2021

Augmented Reality Extracurricular Instructor at SMAN 1 Singosari Malang

- Led **extracurricular classes** focused on **Augmented Reality (AR)** and computer fundamentals for high school students
- Designed and delivered **AR learning modules**, including the creation of interactive and engaging AR concepts
- Guided and mentored students in **project-based learning**, encouraging creativity and teamwork
- Formed and managed **student development teams** for collaborative AR projects
- Conducted **team evaluations** to assess progress, provide feedback, and improve performance

INTERNSHIPS

January 2021 – July 2021

Unity Developer at FX Media Singapore Singapore

- Developed new game projects using **Unity**, from prototype to functional builds
- Explored and integrated **new Unity assets**, improving game visuals and mechanics
- Created **Augmented Reality (AR) games**, enhancing real-world interactivity through mobile devices
- Developed **Virtual Reality (VR) games** to deliver immersive user experiences
- Implemented and optimized Unity assets for various platforms, ensuring performance and compatibility

May 2018 – July 2018

Programmer at PTIK Universitas Negeri Malang Malang

- Created and developed **company websites**, focusing on functionality, layout, and user experience
- Assisted in the **open recruitment process** for new employees, including administrative coordination and candidate processing
- Implemented **RFID (Radio Frequency Identification)** technology for tracking and operational improvements

EDUCATION

August 2015 – December 2020

Universitas Negeri Malang Malang S1 Informatic Engineering (3.36)

- **Head of IT Division**, Electrical Engineering Workshop – *Malang State University* Led the IT team in managing technical support and digital infrastructure for workshop activities
- **Participant**, Electrical Engineering Workshop – *Malang State University* Gained hands-on experience in engineering tools, systems, and collaborative project development
- **Coordinator**, GEMASTIK Team – *Malang State University* Managed team logistics, preparation, and coordination for the national-level ICT competition
- **2nd Place Winner & Best Poster Design**, FESMARO Competition Achieved second place and won the **Best Poster Design Award** in a national-level maritime-themed competition

July 2012 – July 2015

SMAN 3 Lumajang Lumajang IPA

- **Vice President**, Student Council (OSIS) – *First Year* Supported school leadership programs and helped coordinate student-led initiatives and events
- **Vice President**, Student Representative Assembly (MPK) – *Second Year* Acted as a liaison between students and school administration; led discussions and student input sessions
- **Yearbook Coordinator**, SMAN 3 Lumajang Managed the creative and editorial process for the school yearbook, including content planning and team coordination
- **Administrator**, Satria Mandala Scout Council Handled administrative tasks, event logistics, and documentation for scout activities
- **Member**, SMAN 3 Lumajang Basketball Team Participated in basketball team in Senior High School

SKILLS

- ERP
- SQL
- Power BI
- Leadership Skills
- Communication Skills
- Computer Skills

LANGUAGES

HOBBIES

- Bhs. Indonesia
- English

Gaming – Enjoy exploring game mechanics and storytelling; also interested in game development and design

Basketball – Team-oriented sport that builds discipline, focus, and strategic thinking