

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

- Operated and maintained **Acumatica ERP** to support daily business operations
- Studied and implemented various ERP modules including **Purchasing, Sales, Accounting, Logistics, and Warehouse Management**
- Designed and developed **custom reports** to support operational and managerial decision-making
- Developed and enhanced **new system features** based on user requirements
- Learned and implemented **Transportation Management System (TMS)** to optimize delivery operations
- Provided **technical support** for office hardware issues to ensure minimal downtime
- Participated in the **deployment of ERP systems** across company branches
- Created custom **ERP modules** to accommodate unique business processes
- Conducted **application and feature testing** to ensure system reliability and performance
- Performed **system issue analysis** and troubleshooting to maintain operational efficiency
- Utilized **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

- Contributed to the development of the **LOKAPALA** game as part of a collaborative team
- Designed and implemented **new gameplay features** to enhance user experience
- Integrated and managed **game assets** to support visual and functional improvements
- Refactored existing code for better performance, readability, and maintainability
- Developed a **new mobile game** from concept to release
- Built and optimized the game for **Android and iOS platforms**
- Published the game to relevant **app stores**, ensuring compliance and performance
- Participated in **game design discussions** to refine core concepts and mechanics

June 2021 – August 2021

Unity Developer at Nycki Studio

Malang

- Created **3 Virtual Expos** for campus and department promotion, including the *Prasetya Mulya Virtual Campus Expo*
- Involved in the **concept creation**, defining user flow, virtual environment layout, and overall user experience
- Led the development of interactive **minigames** to increase engagement and visitor retention
- Implemented key Expo features such as **virtual displays, interactive booths**, and a functional **marketplace system**
- Collaborated 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 Engining

(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

- 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

HOBBIES