



Rodiatul Adawiyah

About Me

Researcher and Educator with 5+ years of experience in Information Technology. Granted a Double Degree Scholarship and graduated cum-laude from the National Taiwan University of Science and Technology (NTUST) and the University of Indonesia. Fluent in Indonesian and at a professional level in English. Experienced in writing nationally and internationally accredited journals, teaching computer science using Scratch and Pictoblox.ai for children aged 5-14 years, and Understanding learning systems and curriculum, especially at state universities.

How to Find me!

Mobile:

085132092241

Email:

rodialul.adawiyah@gmail.com

LinkedIn:

[Rodiatul Adawiyah](#)

Portfolio:

[Rodiatul Adawiyah](#)

Skill

Language:

Indonesian (Native), English (TOEFL ITP 617), Japanese (Level A2 Graded A+, equivalent to N5)

Hardskill:

Web Content Writing, SEO, Multimedia, Research, Scientific Writing, Project Management, Video Editing, Data Processing, and System Analysis. WordPress, Microsoft Office, Canva, Clipchamp, Adobe Photoshop, Powtoon, Scratch, Pictoblox.ai, Python, PHP, MySQL, HTML, Lecturing, Teaching, English Translation.

Achievement

Publication:

- [JTIK UB](#)
- [Ecotipe UBB](#)
- [IEEE](#), [IEEE](#)

Award:

Best Paper in ICCED 2019 by Nusaputra University

Experiences

IT Tutor - Contract

Algorithmics | March 2024 - March 2025

- Monitor student progress and regularly provide guidance and support to students and parents.
- Teach digital literacy and coding for kids classes in groups of 5-8 from the age of 5-7 years using ScratchJr.

Lecturer - Full Time

Bangka Belitung University | Oct 2021 - March 2024

- Created 8 educational games that students agree can increase their learning motivation.
- Managed the opening of a new study program, Information Technology at Bangka Belitung University within 7 months successfully as Team Leader, including promotion in different social media.
- Worked on 3 large research projects that received grants from an institution within the University with a total value of more than Rp. 140,000,000 and published articles in SINTA 3 and 2 accredited journals as first and corresponding authors.

Educator - Part Time

Studio Kode | Sept 2021 - June 2022

- Mastered the material for making games, animation, and Artificial Intelligence using Scratch and Pictoblox.ai.
- Taught more than 30 classes both individually and in groups from aged 5-14 years how to be creative using computer science in English and Indonesian.

Researcher - Contract

Computer Graphic and Multimedia Laboratory | July 2019 - July 2020

- Conducted literacy studies of international journals related to Multimedia and Computer Graphics.
- Completed research entitled "Mobile Application for Real-Time Bird Sound Recognition using Convolutional Neural Network".

Academic History

National Taiwan University of Science and Technology

Master Degree of Information Management | Sept 2019 - June 2020

- Completed studies as a Double Degree student who received a scholarship with a GPA of 3.80.
- Designed and created educational games through the Multimedia Design and Basic Computational Thinking courses.

University of Indonesia

Master Degree of Information Technology | Sept 2018 - Aug 2020

- Completed studies on time with the title Cum-Laude with a GPA of 3.78.
- Designed UI/UX Design, Research, and Writing through the Requirements Analysis & Information Systems Design and Change Management & Information Technology Project courses.

Sriwijaya University

Bachelor's Degree in Information Systems | Aug 2013 - Dec 2017

- Completed studies with a GPA of 3.50.
- Completed a student exchange program at Universiti Teknologi Malaysia (UTM) for 1 semester at the Faculty of Computing with a GPA of 3.69.