Rafikatiwi Nur Pujiarti

GRADUATE STUDENT RESEARCHER. LOOKING FOR A DATA SCIENTIST POSITION

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Education

KAIST *Daejeon, South Korea*
MASTER OF SCIENCE IN KNOWLEDGE SERVICE ENGINEERING *February 2019 - February 2021 (expected)*
- **Member of Knowledge Innovation Research Center Lab**, supervised by Prof. Mun Y. Yi — *February 2019*
- **Big Data Academy Participant**, hosted by Daewoong Foundation. Held in Yongin, South Korea — *May 2020*

University of Indonesia *Depok, West Java, Indonesia*
BACHELOR OF SCIENCE IN COMPUTER SCIENCE *August 2013 - February 2018*
- **Senior Member of UI/UX at RISTEK, a students IT organization** — *February 2016 - December 2016*
- **Undergraduate thesis: Development of A Model to Assess Merchant Trust on Social Media Platform Twitter** — *August 2017 - January 2018*

Experience

Woongtoring School Scholar - Big Data Team *Seoul, South Korea*
DAEWOONG FOUNDATION *June 2020 - PRESENT*
- Analyzing time series medicine prescription data to gain insight that would help marketing strategy
- Building a recommendation system for opening healthcare business

Graduate Student Researcher *Daejeon, South Korea*
KAIST KIRC LAB *Feb. 2019 - PRESENT*
- Working on research project that involves user interaction with Intelligent Agents

UX Designer *Jakarta, Indonesia*
FLOLAB *Oct. 2018 - Jan. 2019*
- Planned, designed wireframes, and created system flows of various types of mobile apps, such as finance, health, and beauty
- Did clients' competitor analysis and came up with better design solutions
- Conducted Usability testing with potential users and conducted design review with developers

Undergraduate Student Researcher *Depok, West Java, Indonesia*
UNIVERSITY OF INDONESIA *Apr. 2018 - Aug. 2018*
- Crawled social media merchant's activity data and social media user's interaction data with the said merchants and developed a merchant trust model
- Conducted a research about defining social commerce's characteristics that are trustworthy and untrustworthy, and then ranking them. I used qualitative approach by interviewing social commerce buyers and statistical approach by applying Friedman Test in order to create the rank

UX Researcher *Jakarta, Indonesia*
GO-JEK *Dec. 2016 - Feb. 2017*
- Conducted contextual interviews with potential users of GO-Bills (Bill payment service) and proposed Wireframe based on findings
- Conducted phone interviews with +- 16 users to improve GO-Points system (Membership reward system)
- Conducted Usability Testing of GO-JEK products with potential users

Teaching Assistant of Human Computer Interaction *Depok, West Java, Indonesia*
UNIVERSITY OF INDONESIA *Sept. 2016 - Dec. 2016*
- Mentored and assessed the students' final group project in redesigning applications/systems. The students' project goals are to analyze the existing systems' problems, figure out the solutions to the problems, and redesign the systems to be user-centered.

UX Designer *Jakarta, Indonesia*
MIDTRANS *June. 2016 - Aug. 2017*
- Designed a payment system for the iOS platform (called iOS SDK) by applying best practices of UX design process.
- Conducted usability testing (using eye-tracking) of Midtrans' homepage to business owners who were partners with Midtrans)

Teaching Assistant of Statistics and Probability *Depok, West Java, Indonesia*
UNIVERSITY OF INDONESIA *Sept. 2015 - Dec. 2015*
- Created problems for students' homework, marked students' homework, and conducted weekly tutorial.

Projects

Outfit Recommendation System (KSE 624 Mobile Pervasive Computing Course Project) *KAIST*

Apr 2020 - June 2020

- Built a NVIDIA Jetson nano based-clothes recommendation system using weather and air condition data, and detected type of user's outfit
- Designed user interaction scenario with the system and built speech-to-text and text-to-speech feature using Google Cloud Platform

Personality Prediction (KSE 801 Sensor Data Science Course Project) *KAIST*

Nov 2019 - Dec 2019

- Used smartphone sensor data (such as application usage log, WiFi connection, bluetooth connection, GPS location, etc) to predict user's self-reported personality
- Prediction performance is evaluated by comparing Machine Learning classifications such as Light GBM and XGBoost

Skills

Programming	Python, R, Java, SQL
Data Science Tools	Jupyter, Google Colab, Google Cloud Platform (Text-To-Speech, Dialogflow)
Research	Usability Testing, Contextual Interview, Survey, Experimental Design
UX Design	Sketch, Adobe Photoshop, Overflow, inVision, Balsamiq
Video Editing	Adobe Premiere, Adobe After Effects
Languages	English (Professional), Korean (Advanced), Bahasa Indonesia (Native)