

# ARMANTO SUTEDJO

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## Professional Summary

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With over two decades professional life, I have built a unique blend of technical expertise, pedagogical knowledge, and leadership skills. My early career in the IT industry, built my competence in emerging technologies and equipped me with the ability to implement solutions. I have developed leadership skills through business operations that requires a detail-oriented and effective communication skills to solve problems. I have worked in various Learning Management System (LMS) such as Moodle, Blackboard, and Canvas giving me exposure to a variety of cutting-edge digital learning environments. As a resourceful collaborator and passionate learner, I significantly contribute to the Generative AI working group who assist faculty and staff in a continuously evolving technology landscape.

## Skills

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- Data analysis
- Team leadership
- Persuasive communication
- Problem solving
- People management

## Software

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- Authoring Tools: Adobe Captivate, Articulate Storyline
- Video Editing: Camtasia, Adobe Premiere
- Prototyping Tools: Adobe XD, Figma
- Data Analysis: SPSS, Stata 15, NVIVO, RStudio
- Reference Management: RefWorks, EndNote 20
- Learning Management System: Blackboard, Moodle, Canvas
- Productivity Tools: Microsoft Office, Google Docs Suite, Zoom

## Education

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1999 Bachelor of Science, Industrial Engineering – Trisakti University, Jakarta, Indonesia

2005 Master of Management, Business – IPMI Business School, Jakarta, Indonesia

2014 Master of Education, Curriculum & Instruction – Houston Baptist University, Houston – Texas

2023 Ph.D., Educational Psychology in Learning, Design, and Technology – Texas A&M University, College Station – Texas

## Professional Experience

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- 2023 – now** **Instructional Consultant**, Center for Teaching Excellence, Texas A&M University
- Develop strategic response with peers in Generative AI for enhancing digital learning experience for the faculty members and the students.
  - Create evidence-based resources for seeking understanding on how Generative AI impacting the future of teaching and learning.
  - Lead emerging technologies initiatives for improving digital learning experiences through third-party tools integration into Canvas LMS.
  - Lead and organize Generative AI webinar series for faculty development as part of the university response to Generative AI.
  - Create and deliver workshops for faculty focusing in Generative AI and Canvas related tools.
- 2022 – 2023** **Instructional Consultant**, Office of Academic Innovation and Online Learning, Texas A&M University
- Analyzed data on LMS tools usage.
  - Assisted faculty members with LMS troubleshooting and problem solving.
  - Provided digital pedagogical support for faculty members who are using LMS for their courses.
- 2017 – 2022** **Graduate Assistant**, Learning, Design, and Technology, College of Education and Human Development
- Provided technical support both to faculty members and students who used eCampus and now Canvas LMS.
  - Provided pedagogical support to faculty members who want to migrate traditional courses into online courses.
  - Provided technical support for classes using software like Adobe XD, Adobe Captivate, Articulate Storyline, Camtasia, etc.
  - Provided feedback to the students' assignment as requested by the instructor of record.
- 2016 – 2017** **Graduate Assistant**, Special Education, Educational Psychology, College of Education and Human Development
- Managed Moodle LMS for online training delivery to parents who participated in Autism project.
  - Built Learning Module in Canvas for state-funded project for BCBA preparation course over online learning.
- 2014 – 2016** **Graduate Assistant**, Remote Learning and Outreach Education, EASA, College of Engineering
- Provided pedagogical support to the faculty who are working on hybrid learning module.
  - Created learning module for General Engineering classes using Adobe Captivate.
  - Provided technical support to Instructional Designer on designing and authoring online course.
  - Provided technical support and troubleshooting on eCampus for instructors.
  - Recorded and edited video lecture for online course.
  - Assisted lecture capture session.
  - Conducted internal review for Subsea Engineering courses using Quality Matters
  - Moderated Blackboard collaborate session for Subsea Engineering course that hosted online students and face-to-face students on campus.
- 2007 – 2012** **Marketing Manager**, Kuark International, Jakarta, Indonesia
- Led marketing team of five for science comic publisher.
  - Oversaw sales operation team.
  - Streamlined marketing and sales initiatives.
- 2005 – 2007** **Business Owner**, iPrint Digital, Jakarta, Indonesia
- Managed a printing shop with ten employees.

- Managed daily operations.
- Planned and executed marketing campaigns.
- Seek a strategic partnership with multiple stakeholders.

2003 – 2005 **System Integration Analyst**, Mitra Integrasi Informatika, Jakarta, Indonesia

- Provided technical support to the Business Analyst during pre-sales support.
- Provided IT infrastructure solution based on clients' need analysis.
- Led the technology solution implementation.

2000 – 2003 **System Engineer**, Astra Graphia, Jakarta, Indonesia

- Provided technical support to the Sales Department during pre-sales support.
- Led the technology solution implementation.
- Provided technical post-sales support to customers who operating Large Document Production Printing System

## Faculty Workshops

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November 2003	Introduction to Generative AI
January 2024	Overview and Exploration of Copilot
February 2024	Prompt Engineering Essentials: A Beginners Guide
March 2024	How can Analytics Shape Your Teaching? Delve into New Analytics in Canvas
March 2024	Generative AI: What about Ethics?
June 2024	Learning Outcomes – Foundations of a Well-Designed Course Assessments – How Do You Know if Students are Achieving the Learning Outcomes?
July 2024	Learning Experiences – Designing for Deep Learning and Student Engagement How can Analytics Shape your Teaching? Delve into New Analytics in Canvas
September 2024	Peerceptiv's New Features for Peer Assessment Adapting AI in Education Using Course-Specific Chatbots
October 2024	Designing Higher Order Thinking Questions using Copilots
November 2024	Learning Outcomes – Foundations of a Well-Designed Course Assessments – How Do You Know if Students are Achieving the Learning Outcomes? Learning Experiences – Designing for Deep Learning and Student Engagement Data Week: Numbers Don't Lie! Taking Actions with Canvas New Analytics Dynamic Engagement with UDL and LMS Tools

## Teaching Experience

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Spring 2024	LDTC 621: Graphic Communication and Interface Design
Spring 2025	LDTC 621: Graphic Communication and Interface Design

## Professional Services

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Proposal reviewer for:

1. Association for Educational Communications and Technology
2. American Educational Research Association
3. EDUCAUSE

External Reviewer for:

1. Journal of Educational Technology Development and Exchange (JETDE)
2. AI Enhanced Learning (AIEL) from Association for the Advancement of Computing in Education

## Conferences

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- Li, Y., Mirim, K., & Sutedjo, A. (2024). Using Virtual Reality to Facilitate Comprehension of Health Information: A Meta-Analysis. Presented at the 2024 International Convention Association for Educational Communications and Technology, Kansas City, KC, USA.
- Sutedjo, A. & Pedersen, S. (2024). Organizing Implementation Practices in Digital Game-Based Learning Research in STEM Education: A Systematic Review. Presented at the 2024 American Educational Research Association Annual Meeting, Philadelphia, PA, USA.
- Sutedjo, A., Hughes, S., & Varghese, J. (2023). Reimagining Student Success: An Instructional Design Approach Informed by Analytics. Presented at the Texas A&M University System Chancellor's Conference on Academic Technology.
- Li, Y., Sutedjo, A., Hinojosa, H., & Rojas, L. (2020, October). A Correlational Study: The Relationship between Learner Satisfaction and Academic Performance in Team-Based Learning Classroom. Poster presented at the Annual Meeting of the Association of Educational, Communications, and Technology, Jacksonville, FL, USA.
- Montague, M.L., Sweany, N.S., & Sutedjo, A. (2020, August). Inclusiveness, Equity, and Excellence in Teacher Education through Accessibility in Online, Hybrid, and HyFlex Courses. Presented at virtual session at the Summer Conference of Association of Teacher Education, USA.
- Montague, M.L., Sweany, N.S., & Sutedjo, A. (2020, August). Accessibility Matters in Online Learning. Presented at virtual session at the Summer Conference of Association of Teacher Education, USA.
- Li, Y., Sutedjo, A., Thomas, A., & Sweany N.S. (2019, October). Using Digital Game-Based Learning in STEM Education: An Analysis from Instructors' Perspective. Presented at the annual meeting of the Association of Educational, Communication and Technology, Las Vegas, NV, USA.
- Sutedjo, A. & Yun, L. (2019, March). Twine: Using a Non-linear Storybook for Your Classroom. Presented at the annual meeting of Texas Distance Learning Association, Galveston, TX, USA.
- Sutedjo, A. & Yun, L. (2019, March). Gamification in Education: Where Does it Go Next Presented at the annual meeting of Texas Distance Learning Association, Galveston, TX, USA.
- Li, Y. & Sutedjo, A. (2018, March). Design Online Learning Environments to Meet the Needs of Digital Generation Presented at the annual meeting of Texas Distance Learning Association, Dallas, TX, USA.
- Sutedjo, A. (2017, March). Teachers' Contribution on Game Based Learning: A Systematic Literature Review. Presented at the annual meeting of Texas Distance Learning Association, Galveston, TX, USA.
- Sutedjo, A. (2016, March). "Gamification vs Game-Based Learning", Presented at the annual meeting of Texas Distance Learning Association, San Antonio, TX, USA.

## Publication

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Sutedjo, A., Liu, S.P., & Chowdhury, M. (in press). Generative AI in Higher Education: A Cross-Institutional Study on Faculty Preparation and Resources. *Studies in Technology Enhanced Learning*.

Li, Y., Kim, M., & Sutedjo, A. (2024). Effects of virtual reality as a patient education tool: A meta-analysis. *Journal of Educational Technology Development and Exchange (JETDE)*, 17(2), 216-228. <https://doi.org/10.18785/jetde.1702.10>

Sutedjo, A. & Pedersen, S.J. (in review). Organizing Implementation Practices in Digital Game-Based Learning Research in STEM Education: A Systematic Review.

Avci, H., Sutedjo, A., Pedersen, S. J., & Thomas, A. (2023, March). *The French Impressionism through the Lens of ARTé: Lumière-Reflections of Art History Instructors in Higher Education*. In Society for Information Technology & Teacher Education International Conference (pp. 516-520). Association for the Advancement of Computing in Education (AACE).

Li, Y., Sutedjo, A., Ramos, S.J., Garcimartin, H.R., & Thomas, A. (2021). *A Naturalistic Inquiry into Digital Game-Based Learning in STEM Classes from the Instructors' Perspective*. In *Game-Based Learning Across the Disciplines* (p. 229-244). Springer, Cham. [https://doi.org/10.1007/978-3-030-75142-5\\_10](https://doi.org/10.1007/978-3-030-75142-5_10)