

# Khandaker Abrar Nadib

Email: [abrар.nadib@gmail.com](mailto:abrар.nadib@gmail.com) | Github: [AbrarNad](#) | LinkedIn: [abrар-nadib](#) | Web: [abrarnadib.github.io](https://abrarnadib.github.io)

## RESEARCH INTERESTS

I study how people interpret and disseminate charts and data in interactive, online environments. My work sits at the intersection of **Information Visualization**, **Human–Computer Interaction (HCI)**, and **human-centered data science**. My goal is to improve comprehension of complex data and decision-making through designing better visualization and storytelling systems.

## PUBLICATIONS

### ReVISit 2: A Full Experiment Life Cycle User Study Framework

Zach Cutler, Jack Wilburn, Hilson Shrestha, Yiren Ding, Brian Bollen, Khandaker Abrar Nadib, Tingying He, Andrew McNutt, Lane Harrison, and Alexander Lex.

*IEEE Transactions on Visualization and Computer Graphics* (Proceedings of IEEE VIS 2025, Best Paper Award), 2025. DOI: [10.48550/arXiv.2508.03876](https://doi.org/10.48550/arXiv.2508.03876)

### Interaction Based Credibility Analysis of News on Facebook Using Machine Learning Methodologies

Sadia Sharmin, Sudipa Saha, Tasin Hoque, and Khandaker Abrar Nadib.

In *Proceedings of the 16th International Conference on Signal Image Technology & Internet based Systems (SITIS)*, 2022. DOI: [10.1109/SITIS57111.2022.00077](https://doi.org/10.1109/SITIS57111.2022.00077)

## RESEARCH EXPERIENCE

### Guardrail Selection in Line Charts for Persuasive Visualizations

2025

*Visualization Design Lab & KORE Lab, University of Utah*

*Salt Lake City, Utah*

- Lead author on a preregistered mixed-design crowd-sourced study of guardrail sampling strategies in persuasive time-series dashboards (COVID-19 cases and stock performance), evaluating trust, performance, and perceived contextual completeness.
- Built an interactive visualization study using the reVISit framework, implementing various guardrail techniques for contextualizing line-chart comparisons and integrated a logging pipeline that captures provenance graphs, interaction events with Supabase/Firebase-backed storage for replay-based analysis of 500+ crowdsourced participants.
- **Tech:** TypeScript, React, Vite, Mantine UI, D3.js, reVISit, Supabase, Firebase.
- **Status:** Under Review in EuroVis 2026.

### Ranking Visualizations of Correlation (ReVISit Replication Study)

2024

*ReVISit 2 Replication Project*

*University of Utah*

- Co-designed and implemented a replication of Harrison et al.'s correlation JND study using reVISit's dynamic sequencing and staircase designs.
- Configured OSF preregistration and study materials, and helped manage crowdsourced data collection across multiple visualization conditions (scatterplots, PCPs, hexbins, heatmaps).
- **Status:** Published, also working in a first-authored short paper.

### News Credibility Analysis on Facebook using User Interactions

2021 – 2022

*Bangladesh University of Engineering and Technology (BUET)*

*Dhaka, Bangladesh*

- Proposed and evaluated an interaction-based approach for fake news detection on Facebook, using engagement signals rather than language features.
- Trained machine learning models to classify the authenticity of public posts; showed improved performance over content- and NLP-based baselines and language independence.
- **Tech:** Crowdtangle, scikit-learn, pandas, matplotlib.
- **Status:** Published

## EDUCATION

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<b>University of Utah</b>	Salt Lake City, Utah
<i>Doctor of Philosophy in Computer Science</i>	<i>August 2024 – Present</i>
<b>Bangladesh University of Engineering and Technology (BUET)</b>	Dhaka, Bangladesh
<i>Bachelor of Science in Computer Science and Engineering</i>	<i>Feb 2017 – May, 2022</i>

## WORK EXPERIENCE

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<b>Graduate Research Assistant</b>	January 2025 – Present
<i>University of Utah, Salt Lake City</i>	
<i>Visualization Design Lab, KORE Lab</i>	
<b>Graduate Research Fellow</b>	August 2024 – December 2025
<i>University of Utah, Salt Lake City</i>	
<i>Visualization Design Lab, KORE Lab</i>	
<b>Software Engineer</b>	May 2022 – July 2024
<i>Optimizely, Dhaka</i>	
<i>Digital Asset Management (DAM)</i>	<i>November 2022 – July 2024</i>
<ul style="list-style-type: none"><li>• Currently working in the Digital Asset Management (similar to Google Drive) team.</li><li>• Implemented Brand Template feature, which lets users create a Template for their brand and define Placeholders that other collaborators can edit. I also implemented Download, Export, Cloning, and Task integration features for Brand Templates.</li><li>• DAM Collections are a group of user-defined Assets, including Asset folders. I implemented Searching, Filtering, and Navigation within DAM Collection folders.</li><li>• Implemented various asset-specific features like meta information, asset relations, and bulk operations, which enhanced user ability to handle assets.</li><li>• Implemented breadcrumbs in the DAM Library to make the navigation more fluid for the users.</li><li>• Implemented various user activity tracking for analytics to gain useful insights.</li><li>• Made improvements to several backend and UI components in terms of accessibility, performance, and code quality.</li><li>• Upgraded and integrated GPT-3.5-turbo model for AI content generation.</li><li>• Handled user roles and privileges for various features.</li><li>• <b>Technologies:</b> Python, Flask, JavaScript, TypeScript, React.js, MySQL, MongoDB, Alembic, Celery, Elasticsearch</li></ul>	
<i>Asset Renditions (AR)</i>	<i>May 2022 – October 2022</i>
<ul style="list-style-type: none"><li>• Worked on implementing and maintaining a feature Asset Rendition. This feature allows users to pre-define “Rendition types”, using which whenever users upload a new asset, new “Renditions” of that asset are automatically generated in the background. Example use-case: a user may define two image rendition types- 1. Facebook- 1080*720 crop and Instagram- 720*720 crop. Then whenever the user uploads an image asset, two cropped images will automatically be generated with the given specifications.</li><li>• Implemented logging schemes by combining multiple services to enable users and developers to diagnose and debug errors.</li><li>• Built three services to generate asset renditions using the given specifications including image and video generators.</li><li>• Implemented stateless generators to scale horizontally and integrated asynchronous messaging for decoupling and scaling, for efficiency.</li><li>• Integrated the Rendition Service with the local development environment for developers.</li><li>• <b>Technologies:</b> Python, FastAPI, MySQL, PostgreSQL, Docker, Kubernetes, Message Queue</li></ul>	

## PROJECTS

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<b>Interactive Guardrail-Integrated Line Chart Platform</b>	2024–2025
<ul style="list-style-type: none"><li>Implemented interactive dashboards used as stimuli in the guardrail selection study, including guardrail sampling logic, randomization.</li><li><b>Technologies:</b> TypeScript, React 18, Vite, Mantine UI, Redux Toolkit, D3.js, Vega/Vega-Lite, Arquero, reVISit, Supabase, Firebase.</li></ul>	
<b>Correlation JND Replication Experiments (ReVISit Framework)</b>	2024
<ul style="list-style-type: none"><li>Built a staircase-style experiment to measure just-noticeable differences in correlation across multiple visualization types using reVISit's dynamic sequencing.</li><li><b>Technologies:</b> TypeScript, React, D3.js, reVISit, Python (pandas, NumPy, SciPy, statsmodels), firebase.</li></ul>	
<b>HappyVis: Visualizing Happiness Around the Globe</b>	2024
<ul style="list-style-type: none"><li>Designed a web-based visualization dashboard for the World Happiness Report dataset, enabling exploration of global happiness scores and contributing factors across countries and years.</li><li>Implemented linked views including an interactive choropleth map, trend line charts, and comparative views to analyze relationships between happiness, GDP per capita, life expectancy, and social support.</li><li><b>Technologies:</b> JavaScript, D3.js.</li></ul>	

## AWARDS AND HONORS

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<b>Best Paper Award, IEEE VIS 2025</b>	2025
<i>for "ReVISit 2: A Full Experiment Life Cycle User Study Framework"</i>	
<b>Optimizely SPOT Awards (July &amp; October)</b>	2023
<i>Two peer-nominated SPOT awards recognizing problem solving, team contribution, and performance</i>	
<b>Board Merit Scholarships (SSC &amp; HSC)</b>	2014, 2016
<i>Education Board Scholarships; ranked 6<sup>th</sup> (male) in Dhaka Board in HSC</i>	

## TECHNICAL SKILLS

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<b>Research Methods:</b> Online controlled experiments, interviewing, qualitative coding (open-ended response analysis, thematic coding)
<b>Analysis:</b> Mixed-effects models, regression, hypothesis testing; Python (pandas, NumPy, SciPy, statsmodels, matplotlib, scikit-learn, PyTorch)
<b>Visualization &amp; Frontend:</b> D3.js, Vega, Vega-Lite, React.js, TypeScript, Mantine UI, Redux Toolkit, Vite
<b>Experiment Platforms &amp; Storage:</b> reVISit, Supabase, Firebase, localforage
<b>Languages:</b> Python, Java, C/C++, SQL, PL/SQL
<b>Databases:</b> MySQL, PostgreSQL, MongoDB, Oracle
<b>Frameworks:</b> Flask, FastAPI, Node.js, Bootstrap
<b>Tools/Software:</b> Git, Docker, Jupyter Notebook, VS Code, PyCharm, IntelliJ, TensorFlow, Playwright, Vitest
<b>Libraries:</b> pandas, NumPy, Arquero (JS), Keras, Matplotlib, SciPy, scikit-learn, PyTorch, OpenCV, OpenGL
<b>Scripting/Markup/Serialization:</b> Bash, TCL, LATEX, YAML, HTML, JSON