

Sauvik Das

Ph.D. Student, HCII@CMU
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Education

Carnegie Mellon University, 2011-Present

Ph.D. in Human-Computer Interaction
Advisor: Jason I. Hong

Georgia Institute of Technology, 2006-2011

B.S. Computer Science—Media and Intelligence Threads
GPA: 4.0/4.0 (Top 1%)

Nanyang Technological University, 2008-2009

Exchange Student

Professional Experience

Microsoft Research, Summer 2014

Redmond, WA, U.S.A.
Research Intern
Mentor: Stuart Schechter

Facebook, Summer 2012; Summer 2013

Menlo Park, CA, U.S.A.
Software Engineer Intern
Mentor: Adam D.I. Kramer

Microsoft Research, Summer 2011

Redmond, WA, U.S.A.
Research Intern
Mentor: Thomas Zimmermann

OpenStudy, August 2010-May 2011

Atlanta, GA, U.S.A.
Software Development Engineer

Fukui Byora, May 2009-May 2010

Daishoji, Ishikawa, Japan
Company Identity Intern

Academic Publications

Google Scholar: <http://scholar.google.com/citations?user=laPvCf4AAAAJ&hl=en&oi=ao>

Research Summary

I apply data science to construct models of human behavior with respect to online privacy and computer security. I use these models to invent usable security tools that help people interact with their digital resources in secure, privacy-preserving ways.

Research Interests

Usable Privacy and Security
Machine Learning
Mobile Applications
Ubiquitous Computing
Data Science

Skills

Human Languages: English, Japanese
Computer Languages: Ruby, Java, Python, C#, Scala, C++, C, Javascript, Coffeescript, Typescript, PHP, Objective C
Other: 3D Modeling & Animation, Mobile Application Programming, Web Programming, Video Editing

Social Media

facebook.com/sauvikdas
twitter.com/scyrus89
github.com/scyrusk

Conference Papers

- [C10] **Sauvik Das**, Alexander Zook, and Mark Riedl. Examining Game World Topology Personalization. In *Proceedings of the 33rd SIGCHI Conference on Human Factors in Computing Systems (CHI)*, 2015. To appear. (Acceptance Rate: 23%)
- [C9] **Sauvik Das**, Adam Kramer, Laura Dabbish and Jason I. Hong. The Role of Social Influence in Security Feature Adoption. In *Proceedings of the 18th ACM Conference on Computer Supported Cooperative Work (CSCW)*, 2015. To appear. (Acceptance Rate: 28.3%)
- [C8] **Sauvik Das**, Adam Kramer, Laura Dabbish and Jason I. Hong. Increasing Security Sensitivity with Social Proof: A Large Scale Experimental Confirmation. In *Proceedings of the 21st Conference on Computer and Communications Security (CCS)*, 2014. (Acceptance Rate: 19.5%)
- [C7] **Sauvik Das**, Tiffany Hyun-Jin Kim, Laura Dabbish and Jason I. Hong. The Effect of Social Influence on Security Sensitivity. In *Proceedings of the 8th International Symposium on Usable Privacy and Security (SOUPS)*, 2014. (Acceptance Rate: 26.5%) 
- [C6] Eiji Hayashi, **Sauvik Das**, Shahriyar Amini, Jason Hong and Ian Oakley. CASA: Context-Aware Scalable Authentication. In *Proceedings of the 7th International Symposium on Usable Privacy and Security (SOUPS)*, 2013. (Acceptance rate: 27%)
- [C5] **Sauvik Das**, Eiji Hayashi, and Jason Hong. Exploring Capturable Everyday Memory for Autobiographical Authentication. In *Proceedings of the 2013 ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp)*, 2013. (Acceptance rate: 23%). **BEST PAPER AWARD** (GIVEN TO 4 OUT OF 92 ACCEPTED PAPERS) 
- [C4] **Sauvik Das** and Adam Kramer. Self-Censorship on Facebook. In *Proceedings of the 7th International AAAI Conference on Weblogs and Social Media (ICWSM)*, 2013. (Acceptance rate: 20%) 
- [C3] Manya Sleeper, Rebecca Balebako, **Sauvik Das**, Amber McConohy, Jason Wiese, and Lorrie Cranor. The Post That Wasn't: Examining Self-Censorship on Facebook. In *Proceedings of the 16th annual ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW)*, 2013. (Acceptance Rate: 35.6%)
- [C2] Emmanuel Owusu, Jun Han, **Sauvik Das** and Adrian Perrig. ACCessory: Keystroke Inference using Accelerometers on Smartphones. In *Proceedings of the 12th annual ACM/SIG International Workshop on Mobile Computing Systems and Applications (HotMobile)*, 2012. (Acceptance rate: 20.6%)
- [C1] Ken Hartsook, Alexander Zook, **Sauvik Das**, and Mark Riedl. Toward supporting storytellers with procedurally generated game worlds. In *Proceedings of the 2011 IEEE Conference on Computational Intelligence in Games*, 2011. 

Technical Reports

- [TR1] **Sauvik Das**, LaToya Green, Beatrice Perez, Michael Murphy, and Adrian Perrig. Detecting User Activities Using the Accelerometer on Android Smartphones. 2010.

Workshop Papers

- [W2] **Sauvik Das**, Thomas Zimmermann, Nachiappan Nagappan, Bruce Phillips, and Chuck Harrison. Revival Actions in a Shooter Game. *Workshop on Designing and Evaluating Sociability in Online Video Games, in the 31st Annual Conference on Human Factors in Computing Systems (CHI), 2013.*
- [W1] Eiji Hayashi, **Sauvik Das**, Shahriyar Amini, Emmanuel Owusu, Jun Han, Jason Hong, Ian Oakley, Adrian Perrig and Joy Zhang. CASA: context-aware scalable authentication. *Workshop on Usable Privacy & Security for Mobile Devices, in the 8th annual Symposium on Usable Privacy and Security (SOUPS), 2012.*

Demos & Videos

- [VI] Mark O. Riedl, Ken Hartsook, **Sauvik Das**, Alexander Zook, and Boyang Li. Game Forge: An intelligent system that generates computer role playing games. *In Association for the Advancement of Artificial Intelligence, Video Competition, 2011. **NOMINATED FOR MOST INNOVATIVE VIDEO.***



Awards & Honors 🏆 🎓

- 2015 CHI2015 “Excellent Review” Designation
Facebook Fellowship Finalist
- 2014 Qualcomm Innovation Fellowship (w/ Gierad Laput)
- 2013 UbiComp Best Paper Award [C5]
- 2012 National Defense Science and Engineering Graduate Fellowship (2012-15)
National Science Foundation Graduate Research Fellowship, Honorable Mention
- 2011 Stu Card Graduate Fellowship (2011-2012)
Carnegie Mellon Usable Privacy and Security (CUPS) Doctoral Training Program Fellowship (2011-13)
National Science Foundation Graduate Research Fellowship, Honorable Mention
Outstanding Undergraduate Researcher, College of Computing [awarded to only 1 student]
Most Innovative Video Nomination, AAAI Video Competition [VI]
Invited Student Panelist: Models for Preparing the Global Workforce
- 2010 WACE International WIL student achievement award
- 2008 International Plan Stipend, Georgia Tech
- 2006 Intel Opportunity Scholarship (2006-08)
HOPE Scholarship (2006-11)
India America Cultural Association Scholarship
Golden Key, The Scholastic Arts and Writing Awards, Senior Portfolio for Region-at-Large

Selected Press & Coverage

Self-Censorship	The Atlantic . '71% of Users Engage in Self-Censorship', http://www.theatlantic.com/technology/archive/2013/04/71-of-facebook-users-engage-in-self-censorship/274982/
	Mashable . '71% of Users Engage in Self-Censorship', http://mashable.com/2013/04/15/71-of-facebook-users-engage-in-self-censorship/
	Huffington Post . 'Self-Censorship on Facebook Is Common, Study Finds', http://www.huffingtonpost.com/craig-kanalley/self-censorship-facebook_b_3095101.html
	Digital Trends . How The Internet Has a Chilling Effect on Jokes. http://www.digitaltrends.com/opinion/context-internets-chilling-effect-jokes/#!HjbRo
	US News . Consumers seek online privacy.
	Pittsburgh City Paper . Saving Face(book). http://www.pghcitypaper.com/pittsburgh/saving-facebook/Content?oid=1718331
... many more (https://www.google.com/#q=self-censorship+on+facebook)	
GameForge	Gamasutra . A World Just For You. http://www.gamasutra.com/blogs/MichaelCook/20130722/196678/The_Saturday_Paper__A_World_Just_For_You.php
Social Cybersecurity	Serene RISC Quartlery Knowledge Digest, http://www.serene-risc.ca/files/prod/page_files/7/SERENE-RISC-Quarterly-Knowledge-Digest-Sample.pdf

Academic Service

Reviewer

2012+	ACM SIGCHI, ACM DIS
2013+	ACM UbiComp, ACM MobiSys, IEEE Pervasive Computing
2014+	ACM CSCW, Social Science Review, ACM IUI
2015+	MobileHCI

Student Volunteer

2013	ACM SIGCHI (applied)
2014	HCII 20 th Anniversary Celebration

Teaching Experience

05-4/633: Software Structures for User Interfaces – Mobile Lab, Carnegie Mellon University

Fall Semester 2012, Fall Semester 2013

I was the Instructor for this lab course, which focused on teaching students how to implement user interface software engineering techniques on Android. My responsibilities included:

- Making and teaching weekly lectures,
- Holding weekly office hours,
- Creating and grading five project-based assignments

CS2340: Objects and Design, Georgia Institute of Technology

Spring Semester 2008

I was a Teaching Assistant for this course. I taught students about object-oriented programming. My responsibilities included:

- Personally mentoring 4 groups of students for a semester long software engineering project
- Creating and grading assignments

CSI332: Data Structures & Algorithms, Georgia Institute of Technology

Fall Semester 2007

I was a Teaching Assistant for this course. I taught students about basic data structures and algorithms, including arrays, linked lists, hashes, trees, heaps, Big O, sorts, searches, dynamic programming. My responsibilities included:

- Teaching weekly recitations,
- Creating and grading several assignments,
- Creating a final exam review

Individual Research Mentorship: Students Supervised

Spring 2015	David Lu, Carnegie Mellon University Taehoon Lee, Carnegie Mellon University
Fall 2014	Solon Mao, Carnegie Mellon University David Lu, Carnegie Mellon University Taehoon Lee, Carnegie Mellon University
Spring 2014	Ethan Chan, Carnegie Mellon University Barath Chandrashekhkar, Carnegie Mellon University

References

Dr. Jason Hong, Carnegie Mellon University (advisor)
Dr. Laura Dabbish, Carnegie Mellon University
Dr. Adam D.I. Kramer, Facebook, Inc.
Dr. Stuart Schechter, Microsoft Research
Dr. Thomas Zimmermann, Microsoft Research
Dr. Mark Riedl, Georgia Institute of Technology