Sauvik Das

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Education

Carnegie Mellon University, 2011-Present
Ph.D. in Human-Computer Interaction

Georgia Institute of Technology, 2006-2011
B.S. Computer Science—Media and Intelligence Threads
GPA: 4.0/4.0

Nanyang Technological University, 2008-2009
Exchange Student

Professional Experience

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

Research Statement

I like to create quantitative models of user behavior, and to use these models to create tools that make it easier for users to interact with their digital resources in secure and privacy preserving ways.

Research Interests

Usable Privacy and Security

Machine Learning

Mobile Applications

Ubiquitous Computing

Skills

Human Languages: English, Japanese

Computer Languages: Ruby, Java, Python, C#, Scala, C++, C, Javascript, Coffeescript, 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

Academic Publications

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

Conference Papers

[C1] 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.* To appear. (Acceptance rate: 27%)

[C2] **Sauvik Das**, Eiji Hayashi, and Jason Hong. Autobiographical Authentication. *In Proceedings of the Xth International Conference on Ubiquitous Computing (UbiComp), 2013.* To appear. (Acceptance rate: 18%)

Last Updated: 5/27/13

[C3] **Sauvik Das** and Adam Kramer. Self-Censorship on Facebook. *In Proceedings of the 7th International AAAI Conference on Weblogs and Social Media (ICWSM), 2013.* To appear. (Acceptance rate: 20%)

[C4] 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.*

[C5] 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.* To appear (Acceptance rate: 20.6%)

[C6] 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

[W1] **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.*

[W2] 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

[V1] Mark O. Riedl, Ken Hartsook, **Sauvik Das**, Alexander Zook, and Boyang Li. Game Forge: An intellingent 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

- National Defense Science & Engineering Graduate Fellow (2012-2015)
- Stu Card Graduate Fellowship (2011-2012)
- Carnegie Mellon Usable Privacy and Security (CUPS) Doctoral Training Program Fellowship (2011-2013)
- National Science Foundation Graduate Research Fellowship, Honorable Mention (2011,2012)
- Outstanding Undergraduate Researcher, College of Computing (2011) [awarded to only 1 student per college]
- Invited Student Panelist: Models for Preparing the Global Workforce (2011)
- WACE International WIL student achievement award (2010)
- International Plan Stipend (2008-09)
- Intel Opportunity Scholarship (2006-08) [research scholarship for undergraduates]
- India America Cultural Association Scholarship (2006)
- Golden Key, The Scholastic Arts and Writing Awards, Senior Portfolio for Region-at-Large (2006)

Press

- *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/

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- *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

Teaching Experience

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

Supervisor: Scott Hudson

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 four project-based assignments

CS2340: Objects and Design, Georgia Institute of Technology

Supervisor: Robert Waters

Spring Semester 2008

I was a Teaching Assistant for this course, which focused on teaching object oriented programming techniques and paradigms to students. My responsibilities included:

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

CS1332: Data Structures & Algorithms, Georgia Institute of Technology

Supervisor: Robert Waters

Fall Semster 2007

I was a Teaching Assistant for this course, which focused on teaching basic data structures and algorithms to students. Topics included 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

References

Available upon request.