

Education

Carnegie Mellon University, 2011-Present

Ph.D. in Human-Computer Interaction Advisers: Dr. Jason I. Hong and Dr. Laura A. Dabbish

Georgia Institute of Technology, 2006-2011

B.S. Computer Science—Media and Intelligence Threads

GPA: 4.0/4.0 (Top 1%) Adviser: Dr. Mark O. Riedl

Nanyang Technological University, 2008-2009

Exchange Student

Ph.D. Student, HCII @ CMU
http://sauvik.me
sauvik@cmu.edu || [phone # removed]
twitter.com/scyrusk

Research Summary

I construct quantitative and qualitative 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 areas of expertise: usable privacy & security, data science, machine learning and UbiComp.

- 2016 CHI Best Paper Award Honorable Mention [C12]
- NSA Best Scientific Cybersecurity Paper Award Honorable Mention [C8]

Facebook Fellowship Finalist

CHI "Excellent Review" Designation

- 2014 Qualcomm Innovation Fellowship
- 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)

CMU CyLab CUPS Doctoral Training Program Fellowship (2011-13)

National Science Foundation Graduate Research Fellowship, Honorable Mention

Outstanding Undergraduate Researcher, College of Computing, Georgia Tech

Most Innovative Video Nomination, AAAI Video Competition [VI]

Awards not relevant my research career listed in the "Extended Honors & Awards" section below.

Grants & Graduate Fellowships Awarded

2014 Qualcomm Innovation Fellowship (w/ Gierad Laput) [worth \$100,000]

- 2013 Assisted with NSF EAGER Grant entitled "Social Cybersecurity: Applying Social Psychology to Improve Cybersecurity" (w/ Jason Hong & Laura Dabbish) [worth \$200,000]
- National Defense Science and Engineering Graduate Fellowship (2012-15) 2012
- 2011 CMU CyLab CUPS Doctoral Training Program Fellowship (2011-13)

Academic Publications

Google Scholar: http://scholar.google.com/citations?user=laPvCf4AAAA|&hl=en&oi=ao

Peer-Reviewed Conference Publications

- [C12] Haiyi Zhu, Sauvik Das, Yiqun Cao, Shuang Yu, Aniket Kittur and Robert Kraut. A Market in Your Social Network: The Effects of Extrinsic Rewards on Friendsourcing and Relationships. In Proceedings of the 34th SIGCHI Conference on Human Factors in Computing Systems (CHI), 2016. (Acceptance Rate: 23%) BEST PAPER HONORABLE MENTION (TOP 4% OF SUBMISSIONS)
- [CII] Sauvik Das, Jason I. Hong and Stuart Schechter. Testing Computer-Aided Mnemonics and Feedback for Fast Memorization of High-Value Secrets. In Proceedings of the NDSS Workshop on Usable Security (USEC), 2016.
- [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. (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. (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%). Honorable MENTION FOR NSA BEST SCIENTIFIC CYBERSECURITY PAPER IN 2014 (TOP 3 OUT OF 50 ANONYMOUS NOMINATIONS)
- [C7] Sauvik Das, Tiffany Hyun-lin 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 <u>Scalable Authentication</u>. 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 (TOP 1% OF ALL SUBMISSIONS)
- [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%)



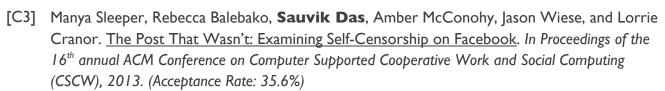














- [C2] Emmanuel Owusu, Jun Han, **Sauvik Das** and Adrian Perrig. <u>ACCessory: Keystroke Inference using Accelerometers on Smartphones</u>. In Proceedings of the 12th annual ACM/SIG International Workshop on Mobile Computing Systems and Applications (HotMobile), 2012. (Acceptance rate: 20.6%)
- [C1] Ken Hartsook, Alexander Zook, **Sauvik Das**, and Mark Riedl. <u>Toward supporting storytellers</u> with procedurally generated game worlds. In Proceedings of the 2011 IEEE Conference on Computational Intelligence in Games, 2011.



Technical Reports

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

Lightly Peer-reviewed Workshop Papers

- [W3] Jason Hong, **Sauvik Das**, Tiffany Hyun-Jin Kim, Laura A. Dabbish. Social Cybersecurity: Applying Social Psychology to Cybersecurity. *Human Computer Interaction Consortium (HCIC)*, 2015.
- [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 intellingent system that generates computer role playing games. *In Association for the Advancement of Artificial Intelligence, Video Competition, 2011.* **NOMINATED FOR MOST INNOVATIVE VIDEO.**



Selected Industry Research Experience

2015 Google

Zurich, Switzerland Summer Privacy Research Intern Mentor: Dr. Sebastian Schnorf Worked on improving the value of privacy notifications using social and contextual cues, and explored people's willingness to share their privacy behaviors with others.

2014 Microsoft Research

Seattle, WA, USA Summer Research Intern Mentor: Dr. Stuart Schechter Created a tool that lets lay people learn strong, randomly-assigned passwords with computer-assisted mnemonics.

2013 Facebook

Menlo Park, CA, USA Summer Data Science Intern Mentor: Dr. Adam D.I. Kramer Analyzed how security tools diffuse through social networks and ran an experiment using social cues to improve security tool adoption.

2012 Facebook

Menlo Park, CA, USA Summer Data Science Intern Mentor: Dr. Adam D.I. Kramer Defined, implemented and conducted a large-scale analysis of "self-censorship" on Facebook.

2011 Microsoft Research

Seattle, WA, USA Summer Research Intern Mentor: Dr. Thomas Zimmermann Ran a large-scale analysis associating pro-social behavior in a popular shooter game with retention and other metrics.

Work experience prior to graduate school listed in the "Extended Professional Experience" section below.

Selected Press & Coverage

Self-Censorship

<u>The Atlantic.</u> 71% of Users Engage in Self-Censorship, http://www.theatlantic.com/technology/archive/2013/04/71-of-facebook-users-engage-in-self-censorship/274982/

<u>Mashable</u>. 71% of Users Engage in Self-Censorship, http://mashable.com/2013/04/15/71-of-facebook-users-engage-in-self-censorship/

<u>Huffington Post.</u> Self-Censorship on Facebook Is Common, Study Finds, http://www.huffingtonpost.com/craig-kanalley/self-censorship-facebook_b_3095101.html

<u>Digital Trends.</u> 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.

<u>Pittsburgh City Paper.</u> 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

<u>Gamasutra.</u> A World Just For You. http://www.gamasutra.com/blogs/MichaelCook/20130722/196678/ The_Saturday_Paper__A_World_Just_For_You.php

Social

Cybersecurity

<u>Serene RISC Quartlery Knowledge Digest</u>, http://www.serene-risc.ca/files/prod/page_files/7/SERENE-RISC-Quarterly-Knowledge-Digest-Sample.pdf

<u>Financial Times.</u> Geeks like me put others of safe surfing. http://www.ft.com/cms/s/0/b1b5e5d6-0dc9-11e5-aa7b-00144feabdc0.html#axzz3iy7j8sEy

Academic Service

Program Committee

2016 ICWSM

External Reviewer

2012+ ACM SIGCHI, ACM DIS

2013+ ACM UbiComp, ACM MobiSys, IEEE Pervasive Computing

2014+ ACM CSCW, Social Science Review, ACM IUI

2015+ MobileHCI, ToCHI, ISWC

Student Volunteer

2013 ACM SIGCHI (applied)

2014 HCII 20th 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

CS1332: 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

Extended Professional Experience

OpenStudy, August 2010-May 2011

Atlanta, GA, U.S.A.

Software Development Engineer

Carnegie Mellon University, June 2010-August 2010

Atlanta, GA, U.S.A.

TRUST-REU Research Intern Mentor: Dr. Adrian Perrig

Fukui Byora, May 2009-May 2010

Daishoji, Ishikawa, Japan

3D Modeling and Animation Intern

Georgia Institute of Technology, August 2006-May 2007

Atlanta, GA, U.S.A.

Work-Study Student at the Office for Graduate Admissions

Extended Honors & Awards

	2011	Invited Student	Panelist:	Models 1	for F	Preparing	the	Global	Workforce
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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

Individual Research Mentorship: Students Supervised

Joanne Lo Fall 2015 – Present. CMU SDS

Haley Bryant Spring 2015. CMU SDS

Taehoon Lee Fall 2014 – Present. CMU CS

David Lu Fall 2014 – Present. CMU CS

Solon Mao Fall 2014. CMU IS.

Ethan Chan Spring 2014. CMU IS.

Barath Chandrashekhar Spring 2014. CMU HCI

References

Dr. Jason Hong, Carnegie Mellon University (adviser)

Dr. Laura Dabbish, Carnegie Mellon University (adviser)

Dr. Adam D.I. Kramer, Facebook, Inc.

Dr. Stuart Schechter, Microsoft Research

Dr. Thomas Zimmermann, Microsoft Research

Dr. Mark Riedl, Georgia Institute of Technology