Kandarp Khandwala

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Background

UCSD • MS in Computer Science (Human-Computer Interaction) • 2015-18 (planned)
IIT Bombay • BTech in Computer Science & Engineering • 2011-15

Research Experience

The Design Lab, San Diego • Advised by Prof. Philip Guo **•** 2016-*present*
Creating user-centered systems to help people program and design effectively, at scale

Google, Mountain View • UX research intern with Tao Dong, PhD **• Summer 2018 (ongoing)**
Improving the usability of error messages written by developers of the Flutter SDK

Adobe Research, Bangalore • Research intern with Moumita Sinha, PhD **• Summer 2014**
Visualized visitors of a prominent e-commerce site based on their tendency of abandoning shopping carts & unsubscribing from email newsletters, as part of the analytics dashboard

Publications & Patent Applications

Expanding the design space of learner interactions with programming tutorial videos
Kandarp Khandwala and Philip Guo. *ACM Learning at Scale 2018.*

Online Shopping Cart Analysis to identify true cart abandonment from prior behavior
Predicting Unsubscription of Potential Customers from permission marketing emails
Moumita Sinha, **Kandarp Khandwala**, Harvineet Singh and DP Tejas.

Previous Work

Conversational agents may improve problem-solving time and don't affect satisfaction:
Evaluated the design of a chatbot for augmenting learn-to-code UIs in place of live help

Making Marshmallow's Permissions Sweet Again: Defined a new, secure permission model for Android that prevents misuse of permissions while reducing user interruption

Volo: Prototyped a mobile app-based travel startup idea from inception, along with a business plan and video sketch for launching a crowdfunding campaign

Honors and Responsibilities

Ranked **13th in India** in the IIT Joint Entrance Exam (2011) among half a million candidates
Finalist at Startup UCSD hackathon (2016) in a team of five: Project Live Vibe
Part of the GradWiC **Board**, CSE **Mentorship** *and* **PhD admissions** student committees
Served as a grader for the **Asian and International Physics Olympiads**

Lectures and Talks

Needfinding, Mental Models and Analytics & A/B Testing
Conducted lectures for Scott Klemmer and Philip Guo's Interaction Design course

Computational Humor
About modeling/tackling the problem of identifying and generating humorous situations (papers on existing theories and their associated mathematical models were surveyed)

Teaching

CSE 170/COGS 120 and COGS 121: Interaction Design/Programming Studio
Conducted studios on storyboarding, experience prototyping, heuristic evaluation, A/B testing

COGS 187A: Usability and Information Architecture
Created detailed design rubrics and provided feedback on personas, usability, graphic layout