Kandarp S. Khandwala

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Background

UC San Diego • MS specializing in Human-Computer Interaction • 2015-18
IIT Bombay • BTech in Computer Science and Engineering • 2011-15

Prior Experience

The Design Lab, La Jolla · Advised by Prof. Philip Guo · 2016-18
Created user-centered interventions to help people learn and do programming, at scale
Presented work on screencast videos at LAS 2018: see kandarp.xyz/codemotion
Methods: Sketching, web prototyping, usability studies, participatory design (co-design)

Google, Mountain View · UX research intern · Summer 2018
Improving the usability of error messages in Flutter working with cross-functional teams
Submitted extended abstract on visual design of error messages to CHI 2019
Interviews with stakeholders, prototyping, visual design, quantitative analysis, Qualtrics surveys

Adobe Technology Labs, Bangalore · Research intern · Summer 2014
Visualized e-commerce site customers to target when shopping carts are left unpurchased
Applied for two patents (with Dr. Moumita Sinha, Harvineet Singh & DP Tejas)
Clickstream analysis, data manipulation with Python and SQL, data visualization using D3.js

Publications and Patents

- Expanding the design space of learner interactions with programming tutorial videos
  Published at ACM conference on Learning@Scale 2018. **Kandarp Khandwala** *& Philip Guo*

- Predicting unsubscription of potential customers. *Patent to be issued on 1/22/2019*
  Online shopping cart analysis to identify true cart abandonment. *Patent under review*

Honors and Responsibilities

Ranked **13 in India** in the IIT Joint Entrance Exam, 2011 among half a million candidates
Finalist at the Startup UCSD hackathon, 2016 in a team of five: Live Vibe
Member of the GradWIC Board, **CSE Mentorship** and **PhD admissions** student committees

Design Teaching and Critique

Interaction Design (with Prof. Scott Klemmer and Prof. Philip Guo) · 2016–18
Conducted classroom lectures on Needfinding and Mental Models for 150-300 students
Conducted design studios on storyboarding, heuristic evaluation, A/B testing, etc.

Usability and Information Architecture (with Prof. Mary Boyle) · Summer 2016
Created detailed design rubrics and provided feedback on personas, graphic layout, etc.

Selected Research/Design Projects

- 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

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

- Making Marshmallow's Permissions Sweet Again: Designed a new permission model
  for Android that prevents misuse of permissions while reducing interruptions to the user