

Kandarp Khandwala

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Background

UC San Diego • Ph.D. in Computer Science/Human-Computer Interaction (2015-present)

IIT Bombay • B.Tech. in Computer Science & Engineering (2011-15)

Experience

The Design Lab – Advisor: Philip Guo (2016-present)

Building user-centered systems to help people program and design effectively, at scale

Adobe Technology Labs, Bangalore – Moumita Sinha (Summer Research Internship)

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 and Patents

Paper on designing interactions with video-based programming tutorials (title anonymized)

Kandarp Khandwala, Philip Guo. *Under submission to L@S 2018, shared on request*

[Online Shopping Cart Analysis](#) to identify true cart abandonment from prior behavior, and

[Predicting Unsubscription of Potential Customers](#) from permission marketing emails

Moumita Sinha, Kandarp Khandwala, Harvineet Singh, DP Tejas. *Patents currently published*

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 (IIT-JEE) among half a million candidates

Finalist at the Startup UCSD hackathon 2016, in a team of five: Project Live Vibe

Member of first **PhD Admissions** and **GradWiC Mentorship** committees for CSE students

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/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 Apprenticeship

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