Kandarp Khandwala

kkhandwala@ucsd.edu • www.kandarp.xyz • 858.291.2232

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 · Summer 2018
Improving the usability of error messages in the Flutter SDK by studying
how they are written by developers and perceived by users

Adobe Research, Bangalore · Research intern with Moumita Sinha · Summer 2014
Visualized visitors of a major e-commerce website based on their tendency of
abandoning shopping carts and unsubscribing from email newsletters

Publications and 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
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 permission model
for Android that prevents misuse of permissions while reducing interruptions to the user

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 **International and Asian 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 & Information Architecture
Created detailed design rubrics and provided feedback on personas, usability, graphic layout