

# Kandarp Khandwala

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## Background

UC San Diego • MS specializing in Human-Computer Interaction • 2015-18

IIT Bombay • BTech in Computer Science & Engineering • 2011-15

## Research Experience

The Design Lab, San Diego • Advised by Prof. Philip Guo • 2016-present

Created user-centered interventions to help people program and design effectively

- [Expanding the design space of learner interactions with programming tutorial videos](#)

Kandarp Khandwala and Philip Guo. *Published at ACM Learning at Scale 2018*

Google, Mountain View • UX Research intern with Tao Dong • Summer 2018

[Improving the usability of error messages in the Flutter SDK](#)

- Interviewed engineers from the Flutter team to get an understanding of how they write error messages and the considerations or lack thereof, that they put into these messages
- Conducted a systematic examination of pertinent design principles that could apply
- Prototyped variations of error messages in the way they are presented, and tested how they affected performance of users (developers) in debugging tasks, via surveys

Adobe Research, Bangalore • Research intern with Moumita Sinha • Summer 2014

Visualized visitors of a major e-commerce website based on their tendency

to abandon shopping carts and unsubscribe from email reminders

- [Predicting unsubscription of potential customers](#) from email (newsletter) campaigns  
Moumita Sinha, Kandarp Khandwala, Harvineet Singh and DP Tejas. *Patent allowed*
- [Online shopping cart analysis](#) to identify true cart abandonment from prior behavior  
Moumita Sinha, Kandarp Khandwala, Harvineet Singh and DP Tejas. *Patent filed*

## 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:](#) Designed a new permission model for Android that prevents misuse of permissions while reducing interruptions to the user

[Volo:](#) Prototyped a mobile app-based travel app from inception, along with a startup 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: [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**

## Teaching

Introduction to Human-Computer Interaction

Conducted lectures on [Needfinding](#) and [Mental Models](#) for [Philip Guo/Scott Klemmer](#) and studios on storyboarding, experience prototyping, heuristic evaluation and A/B testing

Usability & Information Architecture

Created detailed design rubrics and provided feedback on personas, usability, graphic layout