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)

Research 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 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 Experience

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