

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

Experience

MathWorks • User Experience Specialist • 2019-present

Design and usability test new features in MATLAB, working with cross-functional teams
Prototyping, design patterns, writing error messages, card sorting, user roles and goals

Google • UX Research Intern • Summer 2018 • Redesigns implemented in product

Conceptualized and evaluated usability of 3 new design patterns for error messages in Flutter
Stakeholder interviews, prototyping, visual/interaction design, surveys, quantitative analysis

The Design Lab, UCSD • Advised by Prof. Philip Guo • 2016-18 • Published a paper

Created scalable user-centered interventions to help people learn and do programming
Sketching, web prototyping, usability studies, participatory design (co-design)

Adobe Research Labs , Bangalore, India • Intern • Summer 2014 • Applied for 2 patents

Visualized e-commerce site customers to target when shopping carts are left unpurchased
Data visualization using D3.js, clickstream analysis, data manipulation with SQL

Publications and Patents

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

Published at Learning@Scale 2018. Kandarp Khandwala & Philip Guo

- [The impact of “cosmetic” changes on the usability of error messages](#)

Extended abstract at CHI 2019. Tao Dong & Kandarp Khandwala

- [Predicting unsubsubscription of potential customers](#)

US Patent #10185975. Moumita Sinha, Kandarp Khandwala, Harvineet Singh, DP Tejas

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

Interaction Design (with Prof. Scott Klemmer, Prof. Philip Guo) • 2016-18

Conducted lectures on [Needfinding](#) and [Mental Models](#) for 150-300 students
Led 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 critiqued personas, graphic layouts, etc.

Selected 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