Kandarp Khandwala

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Background

UCSD • MS in Computer Science (Human-Computer Interaction) • 2015-18 (mid-December) 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 \cdot UX Research intern with Tao Dong \cdot 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 (and lack thereof) 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 of abandoning shopping carts and unsubscribing from email newsletters

• Online shopping cart analysis to identify true cart abandonment from prior behavior Moumita Sinha, Kandarp Khandwala, Harvineet Singh and DP Tejas. Patent application

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 Design

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

Usability & Information Architecture

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