Kandarp Khandwala

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Education

UC SAN DIEGO, Computer Science (Human-Computer Interaction)	*2015-present*, Ph.D.
IIT BOMBAY, Computer Science and Engineering	2011-2015, B.Tech.

Research Experience

The Design Lab, UCSD – Advisor: Philip Guo (Cognitive Science)   *2016-present*
Building user-centered systems to help people program and design effectively at scale

Adobe Technology Labs, Bangalore – Internship with Moumita Sinha   Summer 2014
Visualized visitors of a prominent e-commerce site based on their tendency of abandoning shopping carts and unsubscribing from email newsletters, for real-time targeting

IIT Bombay – Undergraduate research with Ashwin Gumaste   Autumn 2014
Envisioned analogies to the world of VMs for hardware supporting network virtualization

Publications and Patents

Paper on the design of interactions with video-based tutorials for computer programming
Kandarp Khandwala, Philip Guo. *Under submission to L@S, shared on request*
Online Shopping Cart Analysis and Predicting Unsubscription of Potential Customers
Moumita Sinha, Kandarp Khandwala, Harvineet Singh, DP Tejas. *Patents currently published*

Previous Work

Making Marshmallow's Permissions Sweet Again: Defined a new, secure permission model for Android that prevents misuse of permissions while reducing user interruption
Conversational agents may improve problem-solving time and don't affect satisfaction: Experimented the design of a chatbot for augmenting learn-to-code UIs in place of live help
Volo (Italian for flight): 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, 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** (APhO '12, IPhO '15)

Lectures and Talks

Needfinding, Mental Models and Analytics and A/B Testing
Conducted lectures for the Scott Klemmer/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 Apprenticeship (at UCSD)

CSE 170, COGS 121: Interaction Design (for UG and graduate students)   2016-2017
Conducted studios on storyboarding, experience prototyping, heuristic evaluation, A/B testing
COGS 187A: Usability and Information Architecture (UG)   Summer 2016
Created detailed design rubrics and provided feedback on personas, usability, graphic layout