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CONTACT	<i>e-mail:</i> nediyana@gmail.com
EDUCATION	<p><b>Brown University</b>, Providence, Rhode Island USA</p> <p>Ph.D. Computer Science, May 2020</p> <ul style="list-style-type: none"><li>• Dissertation Topic: “Personalized Systems for Guided and Flexible Self-Experiments”</li><li>• Advisor: Prof. Jeff Huang</li></ul> <p><b>Grinnell College</b>, Grinnell, Iowa USA</p> <p>B.A. with honors, Computer Science, May 2014</p>
KEY SKILLS	<ul style="list-style-type: none"><li>• <b>Technical:</b> machine learning; Python; SQL; data mining, analysis, and visualization.</li><li>• <b>Generative AI:</b> fine-tuning, and evaluating AI models.</li><li>• <b>UX Research:</b> mixed methods researcher, various methodologies (usability studies, contextual inquiry, surveys, interviews, diary studies, participatory workshops); low and high fidelity prototyping, proficient with Figma, Protopie, Sketch, Balsamiq, and InVision.</li><li>• <b>Product:</b> Cross-functional collaboration and effective communication with engineers, data scientists, researchers, designers, PMs, and leadership.</li></ul>
KEY ACHIEVEMENTS	<p><b>Human-In-The-Loop Research</b></p> <ul style="list-style-type: none"><li>• Lead research on the human aspect of ML, pushing the state-of-the-art in reinforcement-learning-driven recommender system interfaces.</li><li>• Synthesized scientific literature and collaborated with RL researchers, engineers, and product teams on building interactive prototypes.</li><li>• Co-authored a <a href="#">publication</a> accepted at RL4HCI workshop at CHI 2021.</li><li>• Co-taught a practical reinforcement learning course for Spotifiers (5 cohorts, 97 participants).</li></ul> <p><b>Generative AI Research</b></p> <ul style="list-style-type: none"><li>• Collected LLM training data, developed metrics for quality and errors in <a href="#">Spotify’s AI DJ</a>, and created LLM-powered exploratory prototypes.</li><li>• Conducted UX evaluation and investigation of LLM-generated content using qualitative and quantitative methods.</li></ul> <p><b>Interactive Prototyping</b></p> <ul style="list-style-type: none"><li>• Created early-stage proof-of-concept prototypes for four Spotify products launched in 2021-2023 and one in production for 2024.</li><li>• Developed and evaluated low and high-fidelity prototypes using a mixed-methods approach</li></ul> <p><b>Personalized Discovery</b></p> <ul style="list-style-type: none"><li>• Conducted foundational research on personalized discovery in music and podcasts, and hosted two intern projects related to that, leading to peer-reviewed paper publications and lasting product impact.</li><li>• <a href="#">TastePaths</a>: an interactive web tool for user exploration of genre-space via a graph of connected artists.</li><li>• <a href="#">GoalPods</a>: an app allowing users to explore, set podcast-related goals, and receive goal-focused episode recommendations.</li></ul>

RESEARCH EXPERIENCE	<b>Spotify</b> , Research Scientist <b>July 2020 - present</b> Conducted mixed-methods research studies focused on human-in-the-loop for ML and AI evaluation around music and podcast listening. Collaborating with cross-functional teams to design, develop, and evaluate novel prototypes of future features at Spotify.
	<b>Brown University</b> , Graduate Student <b>August 2014 - May 2020</b> Collaborated with sleep clinicians and behavior change researchers on developing systems for self-experiments through user studies, prototyping, and programming the back-end server of the systems.
	<b>Instagram UX Research</b> , Research Intern <b>June - August 2018</b> Worked with Sebastian Fite on Instagram’s Discovery Explore team. Conducted in-lab usability studies, a diary study, and online surveys. Collaborated closely with a team of data scientists, designers, PMs.
	<b>Microsoft Research</b> , Research Intern <b>April - June 2017</b> Worked with a team of data scientists UX researchers on building a system to generate personalized recommendations for improving sleep. Analyzed 40 million Microsoft Band sleep records.
	<b>Yahoo UX Research</b> , Research Intern <b>June - August 2016</b> Worked with Frank Bentley on all communications products at Yahoo: weekly in-lab user studies, diary studies, and online surveys. Conducted research on the use of email and coupons in email.
RESEARCH PROJECTS	<b>SleepCoacher</b> (available on <a href="#">Google Play store</a> and <a href="#">App Store</a> ) Developed a system, SleepCoacher, which guides users through single-case experiments for sleep by collecting raw mobile sensor data and generating personalized, data-driven recommendations.
	<b>Self-E</b> (available on <a href="#">Google Play Store</a> ) Developed a system, Self-E, which guides novice self-experimenters through the steps of conducting a single-case experiment and applies a Thompson Sampling technique to automatically analyze the data.
SELECTED PUBLICATIONS	Yu Liang, A.Ponnada, P. Lamere, <b>N. Daskalova</b> . “Enabling Goal-Focused Exploration of Podcasts in Interactive Recommender Systems.” Intelligent User Interfaces (IUI) 2023. (24% acceptance rate)
	S. Petridis, <b>N. Daskalova</b> , S. Mennicken, S. Way, P. Lamere, J. Thom. “TastePaths: Enabling deeper exploration and understanding of personal preferences in recommender systems.” Intelligent User Interfaces (IUI) 2022. (24.5% acceptance rate)
	<b>N. Daskalova</b> , S. Mennicken, C. Chen, J. Thom. “User-Centric Design Methods for Reinforcement Learning.” RL4HCI Workshop paper, CHI 2021.
	<b>N. Daskalova</b> , E. Kyi, K. Ouyang, A. Borem, S. Chen, S.H. Park, N. Nugent, and J. Huang “Self-E: Practical Self-Experiments.” CHI 2021.
	<b>N. Daskalova</b> , Y. Wang, C. Araujo, G. Beltran, J. Yoon, N. Nugent, J. Williams, and J. Huang “SleepBandits: Guided Flexible Self-Experiments for Sleep.” CHI 2020.
	<b>N. Daskalova</b> , B. Lee, J. Huang, C. Ni, J. Lundin. “Investigating the Effectiveness of Cohort-Based Sleep Recommendations.” Ubicomp 2018. (acceptance rate 27.9%).
	F. Bentley, <b>N. Daskalova</b> , N. Andalibi. “If a person is emailing you, it just doesn’t make sense”: Exploring Changing Consumer Behaviors in Email.” CHI 2017. (acceptance rate 25%)
	<b>N. Daskalova</b> , D. Metaxa-Kakavouli, A. Tran, N. Nugent, J. Boergers, J. McGeary, and J. Huang. “SleepCoacher: A Personalized Automated Self-Experimentation System for Sleep Recommendations.” UIST 2016. (acceptance rate 20.6%)