

Shweta K. Sisodiya, Ph.d. Candidate

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Professional Summary

- 4+ years of research experience of designing and conducting mixed-methods UX studies and data analysis.
- 3 years of industry experience as a Data Scientist, applying statistical modeling, machine learning, and data visualization techniques to deliver actionable business insights.
- 4 years of experience of contributing to 9 (5 product-based and 4 user-focused) research projects with **75+ user interviews**, **25+ usability studies**, **10+ co-design**, **5 machine learning pipelines**, **6 taxonomies**, leading to publication at **CHI'26(in review)**, **TOCHI'26**, **CSCW'25**, **CHIPLAY'24**, **FDG'23**, **HCI'22**.
- 3 years of experience mentoring undergraduate/graduate students and collaborating with research labs at **Stanford**, **Accenture**, **Honda Research Institute**, and other labs at the University of California, Santa Cruz.

Work Experience

Phd Researcher, Interaction Dynamics Lab at UCSC, USA

Sep 2021 – Present

- **Designed and proposed a novel HCI user research method**, "PDCS," a 90-minute session format that delivered insights comparable to those of year-long ethnographic studies (**under review at CHI '26**).
- **Executed and validated the proposed method ("PDCS")** across two studies with **40+ indian international students**, with 85% reporting higher enjoyment and satisfaction, and yielding **500+ user narratives**.
- **Led the thematic analysis** of user narratives, synthesizing into **2 distinct taxonomies** and **15+ design recommendations** for reimagining LLM tools to better support international students (**accepted at ToCHI '26**).
- Currently using 500+ narratives to establish **benchmarking standards and fine-tune LLMs**, and researching the development of **personalized AI** for international students.
- **Designed and implemented LLM-based pipelines for clustering and sentiment analysis** of qualitative data, leveraging **100M+ Reddit comments** via large-scale web scraping.

Summer Research Intern, Honda Research Institute, USA

Jun 2023 – Aug 2023

- Led **13 usability studies** with 7 users to identify critical gaps and **proposed of 15+ design changes** to meet user expectations.
- **Proposed a unified strategy** to track, prioritize, and consolidate insights from usability testing conducted by **7+ UX researchers**, improving productivity of the team by **25%**.
- **Designed an interactive dashboard** for real-time visualization of simulator usage metrics and VR eye-tracking data, supporting data-driven design decisions for developers.

Summer Research Intern, Honda Research Institute, USA

Jun 2022 – Aug 2022

- **Conducted 12 user interviews**, identified **4 critical expectations and pain points** of using a VR Social Simulator.
- **Led 4 co-design workshops** with 12 users, produced **21 prototype sketches** and **5 design features** to address 80% of user needs.
- **Led 7 usability studies** to validate proposed design solutions against pain points, confirming the user efficacy increased by **20%**.

Data Scientist, Accenture, India

Aug 2018 – Aug 2021

- **Developed a fully automated ETL pipeline** with a client-facing bot that reduced approximately **25%** of an analyst's weekly workload bottlenecks to a streamlined and parallel workflow.
- **Led the design of production-grade ML pipelines** to manage hierarchy changes, with statistical reconciliation and NLP to generate historically consistent data and synthetic forecasts for emerging product lines.
- Served three global clients as a forecasting and predictive modeling expert, applying statistical, classification, and NLP methods to deliver actionable insights for business decision-making.

Education

Ph.D. Candidate, University of California, Santa Cruz, USA, Computational Media

Sep 2021 – Present

B.S. & M.S., Indian Institute of Technology Roorkee, INDIA, Applied Mathematics

Jul 2013 – May 2018

Skills

Generative Research: Storytelling Methods^{Expert}, Ethnographic Methods, Interviews, Focus Groups, Surveys, Co-design Workshops, Diary Studies, Persona, Storyboarding, Journey Mapping, Experimental Study Design, Design Thinking, Rapid Prototyping.

Evaluative Research: LLM-based Analysis, Usability Studies, Contextual Inquiry, Thematic Analysis, Grounded Theory, Card-Sorting, Statistical Modeling, Machine Learning (Predictive & Sentiment Analysis), ETL Pipeline Design, Web Scraping / Data Extraction.

Tools: Figma, Notion, Obsidian, Miro, Tableau, Jupyter Notebook, Visual Studio Code.

Programming Languages: Python^{Expert}, HTML, CSS, JavaScript, R, SQL.