

Ian Drosos

	PhD Candidate Department of Cognitive Science University of California, San Diego (UCSD)	Updated: July 9, 2021 ian.drosos@gmail.com iandrosos.me
RESEARCH INTERESTS	human-computer interaction; designing and implementing tools to support and enhance the workflows of content creators, developers, data scientists, and learners;	
EDUCATION	University of California, San Diego Ph.D. in Cognitive Science Advisor: Philip Guo	2017 – Present
	North Carolina State University M.S. in Computer Science Thesis: <i>HappyFace: Identifying and Predicting Frustrating Learning Obstacles at Scale</i> , Advisor: Chris Parnin	2015 – 2017
	Southern Polytechnic State University B.S. in Computer Science	2007 – 2011
EXPERIENCE	UCSD – The Design Lab, La Jolla, CA <i>Researcher – Ph.D. Candidate</i> HCI research in providing better experiences for content creators, programmers, data scientists, and learners.	2017 – Present
	UCSD, La Jolla, CA <i>Teaching Assistant</i> Interaction Design (COGS120/CSE170) <ul style="list-style-type: none">• Winter 2018, 2019• Professor: Scott Klemmer Human-Computer Interaction Programming Studio (COGS121) <ul style="list-style-type: none">• Spring 2018, 2019, 2020, 2021• Professor: Philip Guo	2018 – Present
	Autodesk, San Rafael, CA <i>Intern – User Interface Research</i> Researching, prototyping, and studying software learning with the HCI and Visualization team at Autodesk Research	01/2021 – 04/2021
	Microsoft, Redmond, WA <i>Research Intern – Program Synthesis</i> Researching, prototyping, and studying program synthesis interactions for data scientists on the PROSE team (microsoft.github.io/prose) [C.4]	07/2018 – 12/2018
	Verizon, Alpharetta, GA <i>Member Technical Staff I & II – Systems Engineering</i> Full-stack software engineer developing enterprise systems using Java, PL/SQL, JavaScript, and HTML	2011 – 2015

PUBLICATIONS	C.6 Ian Drosos and Philip Guo. 2021. Streamers Teaching Programming, Art, and Gaming: Cognitive Apprenticeship, Serendipitous Teachable Moments, and Tacit Expert Knowledge. In Proceedings of the Symposium on Visual Languages and Human-Centric Computing (VL/HCC 2021).
	C.5 Sam Lau, Ian Drosos , Julia Markel and Philip Guo. 2020. The Design Space of Computational Notebooks: An Analysis of 59 Systems in Academia and Industry. In Proceedings of the Symposium on Visual Languages and Human-Centric Computing (VL/HCC 2020).
	C.4 Ian Drosos , Titus Barik, Philip Guo, Robert DeLine, and Sumit Gulwani. 2020. Wrex: A Unified Programming-By-Example Interaction for Synthesizing Readable Code for Data Scientists. In Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI 2020). *Best Paper Award (Top 1%)*
	C.3 Adam Rule, Ian Drosos , Aurélien Tabard, and James D. Hollan. 2018. Aiding Collaborative Reuse of Computational Notebooks with Annotated Cell Folding. In Proceedings of the ACM Conference on Computer-Supported Cooperative Work and Social Computing. ACM, Article 150 (CSCW 2018).
	C.2 René Just, Chris Parnin, Ian Drosos , and Michael D. Ernst. 2018. Comparing developer-provided to user-provided tests for fault localization and automated program repair. In Proceedings of the 27th ACM SIGSOFT International Symposium on Software Testing and Analysis (ISSTA 2018).
	C.1 Ian Drosos , Philip Guo, and Chris Parnin. 2017. HappyFace: Identifying and Predicting Frustrating Obstacles for Learning Programming at Scale. In Proceedings of the Symposium on Visual Languages and Human-Centric Computing (VL/HCC 2017).
PROGRAMMING LANGUAGES	Python, JavaScript, HTML, CSS, Java, L ^A T _E X
SERVICE	<i>Reviewer</i> , UIST 2020, VL/HCC 2021