

## Ian Drosos

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	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	<b>University of California, San Diego</b> Ph.D. in Cognitive Science Advisor: Philip Guo	2017 – Present
	<b>North Carolina State University</b> M.S. in Computer Science Thesis: <i>HappyFace: Identifying and Predicting Frustrating Learning Obstacles at Scale</i> , Advisor: Chris Parnin	2015 – 2017
	<b>Southern Polytechnic State University</b> B.S. in Computer Science	2007 – 2011
EXPERIENCE	<b>UCSD – The Design Lab, La Jolla, CA</b> <i>Researcher – Ph.D. Candidate</i> HCI research in providing better experiences for content creators, programmers, data scientists, and learners.	2017 – Present
	<b>UCSD, La Jolla, CA</b> <i>Teaching Assistant</i> Interaction Design (COGS120/CSE170) <ul style="list-style-type: none"><li>• Winter 2018, 2019</li><li>• Professor: Scott Klemmer</li></ul> Human-Computer Interaction Programming Studio (COGS121) <ul style="list-style-type: none"><li>• Spring 2018, 2019, 2020, 2021</li><li>• Professor: Philip Guo</li></ul>	2018 – Present
	<b>Autodesk, San Rafael, CA</b> <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
	<b>Microsoft, Redmond, WA</b> <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
	<b>Verizon, Alpharetta, GA</b> <i>Member Technical Staff I &amp; II – Systems Engineering</i> Full-stack software engineer developing enterprise systems using Java, PL/SQL, JavaScript, and HTML	2011 – 2015

PUBLICATIONS	C.6 <b>Ian Drosos</b> 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, short paper (VL/HCC 2021).
	C.5 Sam Lau, <b>Ian Drosos</b> , Julia Markel and Philip Guo. 2020. The Design Space of Computational Notebooks: An Analysis of 60 Systems in Academia and Industry. In Proceedings of the Symposium on Visual Languages and Human-Centric Computing (VL/HCC 2020).
	C.4 <b>Ian Drosos</b> , 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). <b>*Best Paper Award (Top 1%)*</b>
	C.3 Adam Rule, <b>Ian Drosos</b> , 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, <b>Ian Drosos</b> , 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 <b>Ian Drosos</b> , 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 <sup>A</sup> T <sub>E</sub> X
SERVICE	<i>Reviewer</i> , UIST 2020, VL/HCC 2021