

Ian Drosos

	Researcher Microsoft Research Cambridge, UK	Updated: August 12, 2023 linkedin.com/in/ian-drosos/ iandrosos.me
RESEARCH INTERESTS	human-computer interaction; designing and implementing tools to support and enhance the workflows of developers, data scientists, learners, and content creators.	
EDUCATION	University of California, San Diego Ph.D. in Cognitive Science Thesis: <i>Synthesizing Transparent and Inspectable Technical Workflows</i> Advisor: Philip Guo	2017 – 2022
	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	Microsoft Research, Cambridge, UK <i>Researcher</i> HCI research in bringing intelligence to end-user programming and data workflows. Partnered with product teams at Excel to provide design and UX insights as part of transferring research findings to product managers and designers which includes several design jams and feature proposals. [C.8, 9, x; W.1]	2022 –
	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. [C.2-7]	2017 – 2022
	UCSD, La Jolla, CA <i>Instructor</i> HCI Portfolio Design Studio (COGS121) <ul style="list-style-type: none">• Quarter: Spring 2022 <i>Teaching Assistant</i> Interaction Design (COGS120/CSE170) <ul style="list-style-type: none">• Quarters: Winter 2018, 2019• Instructor: Scott Klemmer Human-Computer Interaction Programming Studio (COGS121) <ul style="list-style-type: none">• Spring 2018, 2019• Instructor: Philip Guo HCI Portfolio Design Studio (COGS121) <ul style="list-style-type: none">• Quarters: Spring 2020, 2021• Instructor: Philip Guo Data-Driven UX/Product Design (COGS127) <ul style="list-style-type: none">• Quarter: Winter 2022• Instructor: Sean Kross	2018 – 2022

Autodesk, San Rafael, CA*Intern – User Interface Research*

01/2021 – 04/2021

Researching, prototyping, and studying software learning with the HCI and Visualization team at Autodesk Research

Microsoft, Redmond, WA*Research Intern – Program Synthesis*

07/2018 – 12/2018

Researching, prototyping, and studying program synthesis interactions for data scientists on the PROSE team (microsoft.github.io/prose) [C.4]

Verizon, Alpharetta, GA*Member Technical Staff I & II – Systems Engineering*

2011 – 2015

Full-stack software engineer developing enterprise systems using Java, PL/SQL, JavaScript, and HTML

PUBLICATIONS

C.x **Ian Drosos**, Advait Sarkar, and Andrew D. Gordon. 2023. “My toxic trait is thinking I’ll remember this”: Gaps in the learner experience of video tutorials for feature-rich software. (In submission).

W.1 Advait Sarkar, **Ian Drosos**, Rob DeLine, Andrew D. Gordon, Carina Negreanu, Sean Rintel, Jack Williams, and Ben Zorn. 2023. Participatory prompting: a user-centric research method for eliciting AI assistance opportunities in knowledge workflows. Proceedings of the 34th Annual Conference of the Psychology of Programming Interest Group (PPIG 2023).

C.9 **Ian Drosos**, Nick Wilson, Sruti Ragavan, Jack Williams, and Andrew D. Gordon. 2023. FxD: a functional debugger for dysfunctional spreadsheets. In Proceedings of the Symposium on Visual Languages and Human-Centric Computing (VL/HCC 2023). (Patent filing in progress).

C.8 Kasra Ferdowsi, Jack Williams, **Ian Drosos**, Andrew D. Gordon, Carina Negreanu, Advait Sarkar, Benjamin Zorn. 2023. ColDeco: An End User Spreadsheet Inspection Tool for AI-Generated Code. In Proceedings of the Symposium on Visual Languages and Human-Centric Computing (VL/HCC 2023). (Patent filing in progress).

C.7 **Ian Drosos** and Philip Guo. 2022. The Design Space of Livestreaming Equipment Setups: Tradeoffs, Challenges, and Opportunities. In Designing Interactive Systems Conference 2022 (DIS 2022). [\[Link\]](#)

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, short paper (VL/HCC 2021). [\[Link\]](#)
Honorable Mention Paper Award

C.5 Sam Lau, **Ian Drosos**, 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). [\[Link\]](#)

- 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). [\[Link\]](#)
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). [\[Link\]](#)
- 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). [\[Link\]](#)
- 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). [\[Link\]](#)

TOOLS	Figma, DaVinci Resolve
PROGRAMMING LANGUAGES	Python, JavaScript, HTML, Java, R, L ^A T _E X
SERVICE	<i>Program Committee</i> , L@S 2023, VL/HCC 2023 <i>Reviewer</i> , UIST 2020, VL/HCC 2021, CHI 2022, CHI 2023