Ian Drosos

PhD Student - Cognitive Science
University of California, San Diego (UCSD)
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Research Interests human-computer interaction; leveraging creative and expert live streams to create better tutorials for novices; designing tools to support and enhance the workflows of content creators, developers, and data scientists

Education

2017 – **University of California, San Diego**
PhD, Cognitive Science
Advisor: Philip Guo

2015 – 2017 **North Carolina State University**
MS, Computer Science
Advisor: Chris Parnin

2007 – 2011 **Southern Polytechnic State University**
BS, Computer Science

Experience

2017 – **Researcher PhD Student**
University of California, San Diego – The Design Lab, La Jolla, CA
HCI research in providing better experiences for content creators, learners, data scientists, and programmers. Advised by Philip Guo.

2018 – **Teaching Assistant**
University of California, San Diego, La Jolla, CA
Interaction Design (COGS120/CSE170):
Professor: Scott Klemmer
Winter 2018, 2019

Human-Computer Interaction Programming Studio (COGS121):
Professor: Philip Guo
Spring 2018, 2019

07/2018 – 12/2018 **Research Intern – Program Synthesis**
Microsoft, Redmond, WA

Researching, prototyping, and studying program synthesis interactions for data scientists on the PROSE team (https://microsoft.github.io/prose/) *

2011 – 2015 **Member Technical Staff I & II – Systems Engineering**
Verizon Wireless, Alpharetta, GA

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

Full Papers

[C.?] **Ian Drosos**, Titus Barik, Philip Guo, Robert DeLine, and Sumit Gulwani. 2019. Cicero: A Unified Programming-By-Example Interaction for Synthesizing Readable Code for Data Scientists. (Under Review). *

[J.1] Adam Rule, **Ian Drosos**, Aurélien Tabard, and James D. Hollan. 2018. Aiding Collaborative Reuse of Computational Notebooks with Annotated Cell Folding. Proc. ACM Hum.-Comput. Interact. 2, CSCW, 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).