

Ian Drosos

	PhD Student Department of Cognitive Science University of California, San Diego (UCSD)	Updated: January 31, 2020 ian.drosos@gmail.com iandrosos.me
RESEARCH INTERESTS	human-computer interaction; leveraging expert live streams to create better tutorials; designing tools to support and enhance the workflows of content creators, developers, and data scientists;	
EDUCATION	University of California, San Diego Ph.D. in Cognitive Science Advisor: Philip Guo	2017 – Cur.
	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. Student</i> HCI research in providing better experiences for content creators, learners, data scientists, and programmers.	2017 – Cur.
	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• Professor: Philip Guo	2017 – Cur.
	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.3]	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.3 Ian Drosos , Titus Barik, Philip Guo, Robert DeLine, and Sumit Gulwani. 2019. 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).*	
	J.1 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^AT_EX