

## 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	<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. Student</i> HCI research in providing better experiences for content creators, learners, data scientists, and programmers.	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</li><li>• Professor: Philip Guo</li></ul>	2018 – Present
	<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.3]	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.3 <b>Ian Drosos</b> , 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, <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, **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,  $\text{\LaTeX}$