

Kandarp S. Khandwala

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Background

UC San Diego • MS specializing in Human-Computer Interaction • 2015-18

IIT Bombay • BTech in Computer Science and Engineering • 2011-15

Prior Experience

The Design Lab, La Jolla • Advised by Prof. Philip Guo • 2016-18

Created user-centered interventions to help people learn and do programming, at scale

Presented work on screencast videos at LAS 2018: see kandarp.xyz/codemotion

Methods: Sketching, web prototyping, usability studies, participatory design (co-design)

Google, Mountain View • UX research intern • Summer 2018

Improving the usability of error messages in Flutter, working with cross-functional teams

See [preprint](#) of extended abstract on visual design of error messages submitted to CHI 2019

Interviews with stakeholders, prototyping, visual design, Qualtrics surveys, quantitative analysis

Adobe Technology Labs, Bangalore • Research intern • Summer 2014

Visualized e-commerce site customers to target when shopping carts are left unpurchased (this was also based on their tendency to unsubscribe from email campaigns)

Clickstream analysis, data manipulation with Python and SQL, data visualization using D3.js

Publications and Patents

- [Expanding the design space of learner interactions with programming tutorial videos](#)
Published at the ACM conference on Learning@Scale 2018
- [Predicting unsubscription of potential customers](#). Patent #10185975 (projected)
[Online shopping cart analysis](#) to identify true cart abandonment. Patent under review

Design Teaching and Critique

Interaction Design (with Prof. Scott Klemmer and Prof. Philip Guo) • 2016-18

Conducted classroom lectures on [Needfinding](#) and [Mental Models](#) for 150-300 students

Conducted design studios on storyboarding, heuristic evaluation, A/B testing, etc.

Usability and Information Architecture (with Prof. Mary Boyle) • 2016

Created detailed design rubrics and provided feedback on personas, graphic layout, etc.

Selected Projects

- [Conversational agents may improve problem-solving time and don't affect satisfaction](#):
Evaluated the design of a chatbot for augmenting a learn-to-code UI in place of live help
- [Volo](#): Prototyped a mobile app-based travel app from inception, along with a business plan and video sketch for launching a crowdfunding campaign
- [Making Marshmallow's Permissions Sweet Again](#): Designed an improved permission model for Android that prevents misuse of permissions while reducing interruptions to the user

Honors and Responsibilities

Ranked **13 in India** in the IIT Joint Entrance Exam, 2011 among half a million candidates

Finalist at the Startup UCSD hackathon, 2016 in a team of five: [Live Vibe](#)

Member of the [GradWIC Board](#), [CSE Mentorship](#) and [PhD admissions](#) student committees