

Kandarp Khandwala

kkhandwala@ucsd.edu • www.kandarp.xyz

Background

UC San Diego • Ph.D. in Computer Science/Human-Computer Interaction (2015-present)

IIT Bombay • B.Tech. in Computer Science & Engineering (2011-15)

Research Experience

The Design Lab – Advisor: Philip Guo (2016-present)

Building user-centered systems to help people program and design effectively, at scale

Adobe Technology Labs, Bangalore – Moumita Sinha (Summer Research Internship)

Visualized visitors of a prominent e-commerce site based on their tendency of abandoning shopping carts & unsubscribing from email newsletters, as part of the analytics dashboard

Publications and Patents

[Expanding the design space of learner interactions with programming tutorial videos](#)

Kandarp Khandwala, Philip Guo (conditionally accepted to Learning@Scale 2018)

[Online Shopping Cart Analysis](#) to identify true cart abandonment from prior behavior, and

[Predicting Unsubscription of Potential Customers](#) from permission marketing emails

Moumita Sinha, Kandarp Khandwala, Harvineet Singh, DP Tejas (patents currently published)

Previous Work

Conversational agents may improve problem-solving time and don't affect satisfaction:

Evaluated the design of a chatbot for augmenting learn-to-code UIs in place of live help

Making Marshmallow's Permissions Sweet Again: Defined a new, secure permission model for Android that prevents misuse of permissions while reducing user interruption

Volo: Prototyped a mobile app-based travel startup idea from inception, along with a business plan and video sketch for launching a crowdfunding campaign

Honors and Responsibilities

Ranked **13th in India** in the IIT Joint Entrance Exam (IIT-JEE) among half a million candidates

Finalist at the Startup UCSD hackathon 2016, in a team of five: Project Live Vibe

Member of first **PhD Admissions** and **GradWiC Mentorship** committees for CSE students

Served as a grader for the **Asian and International Physics Olympiads**

Lectures and Talks

Needfinding, Mental Models and Analytics & A/B Testing

Conducted lectures for Scott Klemmer and Philip Guo's Interaction Design course

Computational Humor

About modeling/tackling the problem of identifying and generating humorous situations (papers on existing theories and their associated mathematical models were surveyed)

Teaching Experience

CSE 170/COGS 120 and COGS 121: Interaction Design/Programming Studio

Conducted studios on storyboarding, experience prototyping, heuristic evaluation, A/B testing

COGS 187A: Usability and Information Architecture

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