

Kandarp Khandwala

kkhandwala@ucsd.edu • www.kandarp.xyz • [linkedin.com/in/kkhandwala](https://www.linkedin.com/in/kkhandwala) • 858.291.2232

Background

UC San Diego • MS in CS, specializing in Human-Computer Interaction • 2015-present
IIT Bombay • BTech in Computer Science and Engineering • 2011-15

Experience and Methods

The Design Lab, San Diego • Advised by Prof. Philip Guo • 2016-present

Created user-centered interventions to help people learn and do programming and design
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
Interviews with stakeholders, prototyping, visual design, quantitative analysis, Qualtrics surveys

Adobe Technology Labs, Bangalore • Research intern • Summer 2014

Visualized e-commerce site customers to target when shopping carts are left unpurchased
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 ACM conference on Learning at Scale 2018. Kandarp Khandwala & Philip Guo
- [Predicting unsubscription of potential customers](#). Patent allowed, to be granted soon
[Online shopping cart analysis](#). Patent application in process
Moumita Sinha, Kandarp Khandwala, Harvineet Singh & DP Tejas

Honors and Responsibilities

Ranked **13th 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

Design Teaching and Critique

Interaction Design (by Scott Klemmer and Philip Guo) • Fall 2016/17/18, Winter 2017

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 (by Mary Boyle) • Summer 2016

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

Selected Research/Design Projects at UC San Diego

- [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
- [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 a new permission model for Android that prevents misuse of permissions while reducing interruptions to the user