

Kandarp Khandwala

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Background

UCSD • MS in Computer Science (Human-Computer Interaction) • 2015-18 (planned)

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

Research Experience

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

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

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

Kandarp Khandwala and Philip Guo. *Published at ACM Learning at Scale 2018.*

Google, Mountain View • UX Research intern with Tao Dong • Summer 2018

Improving the usability of error messages in the Flutter SDK by studying how they are written by developers and perceived by users (ongoing)

Adobe Research, Bangalore • Research intern with Moumita Sinha • Summer 2014

Visualized visitors of a major e-commerce website based on their tendency of abandoning shopping carts and unsubscribing from email newsletters

- [Online shopping cart analysis](#) to identify true cart abandonment from prior behavior

Moumita Sinha, Kandarp Khandwala, Harvineet Singh and DP Tejas. *Patent application.*

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

Volo: Prototyped a mobile app-based travel startup 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 (2011) among half a million candidates

Finalist at Startup UCSD hackathon (2016) in a team of five: **Project Live Vibe**

Part of the **GradWiC Board**, **CSE Mentorship** and **PhD admissions** student committees

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

Teaching

Interaction Design

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

Conducted lectures on Needfinding, Mental Models and Analytics & A/B Testing

Usability & Information Architecture

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