

Shweta K. Sisodiya

Expected Graduation Date: Dec 2026

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Professional Summary

- 4+ years of experience in **mixed-methods UX research, Human-Centered AI, LLM-based design and data analysis.**
- 4 years of experience of contributing to 9 (5 product-based and 4 user-focused) research projects with **75+ User Interviews, 25+ Usability Studies, 10+ Co-Design, 5 Machine Learning pipelines, 6 Taxonomies**, leading to publication at CHI'26(in review), TOCHI'26, CSCW'25, CHIPLAY'24, FDG'23, HCI'22.

Education

Ph.D. UNIVERSITY OF CALIFORNIA, SANTA CRUZ, USA, *Human-Computer Interaction*, Sep 2021 – Dec 2026
B.S. & M.S., INDIAN INSTITUTE OF TECHNOLOGY ROORKEE, INDIA, *Applied Mathematics* Jul 2013 – May 2018

Work Experience

PhD Researcher, INTERACTION DYNAMICS LAB AT UCSC, USA Sep 2021 – Dec 2026

- **Proposed qualitative research method**, "PDCS" a 90-minute session, delivering insights comparable to year-long ethnographic studies, by combining theories of participatory structured storytelling and narrative inquiry. **(In review at CHI'26).**
- **Executed and validated the proposed method ("PDCS")** across two studies with **75 international students**, with 85% reporting higher enjoyment and satisfaction, and yielding. **500+ user narratives.**
- Curated a dataset of 500+ user narratives using PDCS for **benchmarking and fine-tuning LLM**, and continuing research on the design of a **human-in-the-loop framework for Agentic AI.**
- Designed and implemented robust data pipelines for qualitative analysis, handling 10M+ social media comments, leveraging LLM-based clustering, sentiment analysis, and large-scale web scraping.
- **Proposed distinct taxonomies and 15+ design recommendations** for reimagining LLM tools for international students, by leading thematic analysis. **(Accepted at ToCHI '26).**

Research Scientist Intern, HONDA RESEARCH INSTITUTE, USA Jun 2023 – Aug 2023

- Identified **15 critical design and functionality misalignments** across the Unity-based VR Simulator designed for the Honda Research team by leading **13 usability studies.**
- Developed **knowledge management system**, boosting the UX research team's **productivity by 25%**, by consolidating insights from hundreds of hours of **usability studies and interviews** conducted by 5 UX researchers.
- Designed a Plotly-based Interactive Dashboard, enabling data-driven design decisions for the Honda team, by collecting user requirements via usability studies to monitor eye-tracking and VR simulator usage metrics.

Research Scientist Intern, HONDA RESEARCH INSTITUTE, USA Jun 2022 – Aug 2022

- Defined 8 user needs for a Unity-based VR Social Simulator, by conducting and synthesizing results from 12 user interviews.
- Delivered **21 prototype sketches** addressing ~ 80% of user needs, by leading co-design workshops with 12 users.
- Proposed 5 design recommendations increasing the user efficacy by ~ 25%, by leading 5 usability studies

Data Scientist, ACCENTURE, INDIA Aug 2018 – Aug 2021

- Deployed production-grade ML pipelines (X), generating synthetic forecasts using time-series models (e.g., ARIMA), by implementing statistical reconciliation and standard NLP models (e.g., TF-IDF) for data consistency.
- Produced impactful findings for global stakeholders, applying predictive modeling using classification (e.g., Random Forests) and statistical methods, to directly influence business strategy and decision-making.
- Engineered a fully automated **ETL pipeline**, reducing an analyst's weekly **workload by 25%**, by streamlining data availability for client reporting using **Python, scheduling tools, and version control.**

First Author Publications 2025

- "No One Talks About How Long It Takes Just to Be a Person Here." Reimagining Technical Support for International Students. *ACM TOCHI'26. (Accepted)*
- Background Media: Colloquial Assistive Technology for Neurodivergent People. *ACM CSCW'25. (Accepted)*
- Persona-Driven Collaborative Storytelling: Participatory Information Gathering for International Student Communities. Submitted to *ACM CHI'26. (Under Review)*

Skills

- **Research Methods:** Storytelling and Ethnographic Methods, Interviews, Focus Groups, Surveys, Co-design Workshops, Diary Studies, Persona, Journey Mapping, Participatory Design, Qualitative research, Usability Studies, A/B testing.
- **Tools:** Figma, Notion, Obsidian, Miro, Tableau, Jupyter Notebook, Visual Studio Code.
- **Programming Languages:** Python (Pytorch), HTML, CSS, JavaScript, R, SQL.