

Junius Gunaratne, Ph.D.

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859 Excelsior Blvd
Excelsior, MN 55331

Experienced user interface software engineer and product designer with research background.

Google *New York (in office) and Minneapolis (remote)*

Senior UX Engineer
Oct 2018 – Present
Led UX prototyping and front-end production code development for Google Ads products (including AdMob, AdSense and DV360, responsible for 100+ billion dollars in revenue). Project areas ranged from machine learning to mobile apps. Managed a direct report, providing people management and technical guidance.

Senior iOS Engineer
May 2015 – Sep 2018
Wrote open-source UI framework code for iOS Material Design components in Objective-C and Swift used in dozens of Google apps such as Maps and YouTube.

UX Engineer/Designer
Aug 2011 – Apr 2015
Led UX design for Google Drive and Docs resulting in new, patented user interfaces. Wrote portions of Google Drive iOS app used by more than 10 million users.

Morgan Stanley *New York*

UI Software Engineer (Consultant)
Nov 2010 – Jun 2011
Developed an executive iPad app for LinkedIn's IPO. Built mobile applications for equity research, FX trading and prime brokerage.

Bloomberg *New York*

Senior UX Designer
Oct 2009 – Oct 2010
Led product design and prototyping for financial derivatives applications, equity charting and Bloomberg instant messenger, used by more than 325,000 users.

Microsoft *Greater Seattle Area*

Research Assistant
Apr 2009 – Jun 2009
Conducted research in multimodal user interfaces. Patented work in context-driven data sharing. Published research at CHI, premier conference in the field.

Yahoo! *San Francisco Bay Area*

Senior UX Designer
Jul 2006 – Oct 2008
Designed and prototyped products for Yahoo's home page and My Yahoo's half billion users.

Amazon *Seattle*

UX Designer
May 2005 – Jun 2006
Designed Amazon recommendations pages and developed data visualizations for A/B tests.

Education

New York University

Ph.D., Technology Management
(Information Systems)

*Doctoral dissertation:
Influencing Financial
Decision-Making through
Human-Computer
Interaction Design
Interventions*

*MBA coursework at Stern
School of Business*

Carnegie Mellon University

Master of Human-Computer
Interaction

Macalester College

B.A., Computer Science

Technical Skills

Languages

JavaScript, TypeScript, Swift,
Objective-C, Dart

Frameworks/Platforms

Angular, Flutter, React, D3

Applications

Photoshop, Sketch

Experience with qualitative
and quantitative research
methods using Python and R
for data analysis.

Publications

- Gunaratne, J., Zalmanson, L., and Nov, O. (2018). The Persuasive Power of Algorithmic and Crowdsourced Advice. *Journal of Management Information Systems*. 35 (4) 1092-1120.
- Gunaratne, J., Burke, J. and Nov, O. (2017). Empowering Investors with Social Annotation When Saving for Retirement. *Proceedings of the SIGCHI Conference on Computer Supported Cooperative Work (CSCW 2017)*. Portland, Oregon.
- Gunaratne, J. and Nov, O. (2017). Using Interactive “Nutrition Labels” for Financial Products to Assist Decision Making Under Uncertainty. *Journal of the Association for Information Science and Technology*.
- Gunaratne, J. and Rao, B. (2016). Innovation and Collaboration Patterns in Human-Computer Interaction Research. *Proceedings of International Conference on Human-Computer Interaction 2016*. Toronto, Canada.
- Gunaratne, J. and Nov, O. (2015). Informing and Improving Retirement Saving Performance Using Behavioral Economics Theory-driven User Interfaces. *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI 2015)*. Seoul, Korea.
- Gunaratne, J. and Nov, O. (2015). Influencing Retirement Saving Behavior with Expert Advice and Social Comparison as Persuasive Techniques. *Proceedings of the 10th International Conference on Persuasive Technology (PERSUASIVE 2015)*. Chicago, Illinois.
- Gunaratne, J. Using Prototyping to Facilitate Communication. (2012). *UX Best Practices: How to Achieve More Impact with User Experience*. Ed. Helmut Degen and Xiaowei Yuan. New York, New York: McGraw Hill. 165-179.
- Gunaratne, J. and Bernheim Brush, A. J. (2010). Newport: Enabling Sharing During Mobile Calls. *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI 2010)*. Atlanta, Georgia.
- Gunaratne, J., Goose, S., Lee, M. (2005). Nomadic Nurse: Toward Optimizing Home Healthcare with Voice Interaction. *Proceedings of International Conference on Human-Computer Interaction 2005*. Las Vegas, Nevada.
- Gunaratne, J., Hwong, B., Nelson, C. and Rudorfer, A. (2004). Using Evolutionary Prototypes to Formalize Product Requirements. *Proceedings of ICSE 2004 Bridging the Gaps Between Software Engineering and HCI*. Edinburgh, Scotland.
- Christel, M., Cubilo, P., Gunaratne, J., Jerome, W., O, E. and Solanki, S. (2002). Evaluating a Digital Video Library Web Interface. *Proceedings of JCDL 2002 2nd ACM/IEEE-CS Joint Conference on Digital Libraries*. Portland, Oregon.

Patents

- Systems and methods for providing adaptive visualization of synchronization of multiple files*
US 9460179 B1
A system and method for synchronizing files to a cloud storage service providing an adaptive visual display that offers details of the synchronization process of each file being synchronized.
- Editing sub-section of an electronic document via notification message*
US 20150193492 A1
Collaboratively editing a subsection of an electronic document through a notification message. Used for collaboration among multiple users, each user having a respective level of access to the electronic document.
- Context-driven data sharing*
US 20110312303 A1
Pertains to context-driven data sharing when establishing a telephone call with mobile and desktop computing devices and utilizing the telephone call for temporarily adjusting data sharing.