

Lahiru Maramba

A Software Engineer With a Strong Design Background

Portfolio: lahirumaramba.com

llahiru@gmail.com

(613) 770-3849

AREAS OF EXPERTISE

- Human Computer Interaction ○ Design Thinking
- Mobile Engineering ○ Software Engineering ○ UX & IxD
- Prototyping ○ Startups ○ Leadership

WORK EXPERIENCE

North Inc. (formerly Thalmic Labs Inc.) / Software Engineer - Wearable UX
FEB 2017 - PRESENT, KITCHENER, ON, CANADA

- Lead a multidisciplinary team with design, prototype, user research, and usability testing to validate next generation smart-glass product concepts.
- Plan and lead projects from ideation to implementation, and evaluation following a user centric design approach.
- Collaborate with product, design, research, and engineering teams to validate and enhance user experience on smart-glasses through prototyping.
- Build platform, firmware, mobile, software and hardware functionality.
- Led concepts validation and prototype completion for Alexa integration, Voice to Text, Screenshot Share and other experiences on smart-glasses that became key components of the product experience.

Queen's University, Human Media Lab / Research Assistant

MAY 2015 - FEB 2017, KINGSTON, ON, CANADA

- Designed and built *MagicWand*, the world's first cylindrical handheld display device with full colour high-resolution flexible organic light-emitting diode (FOLED) displays.
- Designed and evaluated interaction techniques for flexible mobile interfaces.

LaunchSpot.IO (WellRead Inc.), / Software Engineer - iOS + Web

AUG 2014 - MAY 2015, KITCHENER, ON, CANADA

(JUN 2015 - JAN 2017 PART TIME)

- Designed, developed, and shipped *LaunchSpot* native application suite for iOS.

Kreyonic Inc. / Co-Founder, CEO (Startup)

SEP 2013 - AUG 2014, WATERLOO, ON, CANADA

- Co-invented *STEAMBLOCKS* and *Smart Plush Toys* (educational smart toys for young children) and led the provisional patent application process.
- Directed product development and design for *STEAMBLOCKS*, a set of modular electronic blocks to encourage children in computer programming and electronics.
- Led product development and execution of the initial production run for *Smart Plush Toys* integration with tablet applications.

EDUCATION

Queen's University /

M.Sc. HCI

2015 - 2017. KINGSTON, ON, CANADA

Thesis: "MagicWand: A Comparison of Gestural Affordances Between Cylindrical and Flat Display Form Factors"

University of Westminster /

B.Sc. (Hons) Software Eng.

FIRST CLASS HONOURS

2005 - 2009 LONDON, UK

Thesis: "iDisplay: A Computer-Vision Based Solution to Retrofit Existing Flat Displays into Interactive Surfaces"

SKILLS

Technologies

C/C++	Java/Kotlin
C#	Obj-C/Swift
Unity	JavaScript
Qt	Python
iOS	Android

Methods

Wireframes	Mockups
Hardware/Software Prototypes	
Usability Tests	

Tools

Sketch	Adobe XD
InVision	Xcode

Kreyonic (Pvt) Ltd. / Co-Founder, CEO (Startup)

OCT 2011 - SEP 2013, KOTTAWA, SRI LANKA

- Managed technology development from concept to prototype for *LEAMO*, an activity based interactive educational gaming platform for young children.
- Initiated the company and signed up 6 clients, successfully executed 7 projects on Interactive Installations in less than 10 months from the company formation.

Bioinformatics For Global Goods / Software Engineer

SEP 2010 - OCT 2011, TOKYO, JAPAN

- Researched, designed and developed an OpenCV based module for contour detection and fragmentation to generate a detailed 3D mesh structure of cell and sub-cell bodies.
- Improved and maintained a medical imaging application for Transmission Electron Microscopy (TEM) images.

WSO2 Lanka (Pvt) Ltd. / Software Engineer

NOV 2009 - SEP 2010, COLOMBO, SRI LANKA

- Developed and improved the architecture and design of the graphical user interface and dashboard widgets for WSO2 Business Activity Monitor (WSO2BAM).
- Researched, designed and developed a JavaScript framework for data visualization.

GAMOS Technology Solutions (GTS) / Software Engineer R&D

JULY 2009 - OCT 2009, COLOMBO, SRI LANKA

- Researched and developed Sri Lanka's first surface computing system (multi-touch table).
- Developed Flash/ActionScript3 applications and games for multi-touch tables.