Lahiru Maramba

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AREAS OF EXPERTISE

- Software Engineering
- Human Computer Interaction
- User Experience & Design
- Mobile Engineering
- Prototyping
- Start-ups

WORK EXPERIENCE

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

- Leading a multidisciplinary team on validating next generation smart-glasses product concepts with prototyping, user researching, and user testing.
- Plan and lead projects from ideation to implementation, and evaluation.
- Collaborate with product, design, research, and engineering teams to validate and enhance user experience on smart-glasses through prototyping.
- Work in platform, firmware, mobile, software and hardware prototyping.

Queen's University, Human Media Lab / Research Assistant
MAY 2015 - FEB 2017, KINGSTON, ON, CANADA

- Researched and developed Organic User Interfaces (OUIs), computer interfaces that can take any shape.
- 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.
- Teaching assistant for Computing and the Creative Arts program.

LaunchSpot.IO (WellRead Inc.), / Software Engineer - iOS + Web
AUG 2014 - MAY 2015, KITCHENER, ON, CANADA
(JUN 2015 - JAN 2017 PART TIME)

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

Kreyonic Inc. / Co-Founder, CEO
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

Wireframing
Hardware/Software Prototyping
Usability Testing

Tools

Sketch	Adobe XD
InVision	Xcode

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

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.

PUBLICATIONS

- Gomes, Antonio, et al. "Magicscroll: a rollable display device with flexible screen real estate and gestural input." Proceedings of the 20th International Conference on Human-Computer Interaction with Mobile Devices and Services. ACM, **2018**.

- Maramba, Lahiru L. "MagicWand: A Comparison of Gestural Affordances Between Cylindrical and Flat Display Form Factors." (M.Sc. Diss). Queen's University, Canada. **2017**.

- Priyadarshana, Lahiru L., et al. "MagicWand: Exploring Physical Affordances with a Handheld Cylindrical Display Object." Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems. ACM, **2016**.

- Gomes, Antonio, et al. "WhammyPhone: Exploring tangible audio manipulation using bend input on a flexible smartphone." Proceedings of the 29th Annual Symposium on User Interface Software and Technology. ACM, **2016**.

- Priyadarshana, Lahiru L., and Kulari De Silva Lokuge. "InteractiveDisplay: A computer-vision-based solution to retrofit existing flat displays into interactive surfaces." Computers & Informatics (ISCI), 2011 IEEE Symposium on. IEEE, **2011**.

- Priyadarshana, Lahiru L.. "iDisplay: A Computer-Vision Based Solution to Retrofit Existing Flat Displays into Interactive Surfaces." (BSc. Thesis). Informatics Institute of Technology, Sri Lanka. **2009**.