

Ryan Senanayake

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RSenApps.com | Github.com/RSenApps

Education	Massachusetts Institute of Technology (4.9 GPA) Candidate for Bachelor of Science in Computer Science and Engineering Working towards concurrent Masters in Engineering with a concentration in Computer Systems Relevant Coursework: Distributed Systems, Computer Systems Security, Multicore Programming, Operating Systems, Computer System Engineering, Computer Vision, Design and Analysis of Algorithms, Computation Structures, and Artificial Intelligence	Cambridge, MA Sept 2015 - May 2019
Skills	Languages: C++, C, Python, Java, Go, Assembly, node.js, Matlab, PHP, Javascript, SQL, bash, C#, Objective-C Platforms: Android, iOS, Windows, Unity, Tensorflow	
Experience	MIT Compiler Research Group (COMMIT) <i>Research Assistant</i> <ul style="list-style-type: none">Added support for complex numbers and dynamically typed tensors for the Tensor Algebra Compiler project Singular Computing LLC <i>Software Engineer</i> <ul style="list-style-type: none">Built several projects in C and Assembly to run on a massively-parallel approximate-arithmetic SIMD meshDeveloped a framework to run neural networks and perform real-time ImageNet classification in .04W/fpsDesigned and implemented an algorithm to parallelize neural network training for speech recognitionBuilt a genetic programming framework which included manipulating genome trees in AssemblyCreated a real-time optical flow computer vision demo that ran at 50 FPS and only used 0.25W RSenApps Inc <i>CEO, Founder</i> <ul style="list-style-type: none">Developed 12 published Android apps, which generated \$60k+ in revenueOpen Mic+ has 4 million downloads and was featured on XDA and LifeHackerCommandr has 1.5 million downloads and was featured on CNET, XDA, and LifeHackerCommandr was selected for Android Authority's 10 Best Android Apps of 2014 Meta Company <i>Prototype Engineer Intern</i> <ul style="list-style-type: none">Prototyped interactions in augmented reality reporting to the VP of UX in Unity and C#Implemented computer vision algorithms in C#Offered full-time employment through spring semester and summer of 2016 Prose LLC <i>Android Developer</i> <ul style="list-style-type: none">Wrote all of the code to port the iOS app to AndroidFeatures included infinite scrolling, socket-based messaging, push notifications, and offline caching	Cambridge, MA December 2017 – Present Cambridge, MA June 2016 – December 2017 Seattle, WA January 2012 - Present Redwood Shores, CA January 2016 Seattle, WA June 2015 - January 2016
Hackathons	Facebook Global Hackathon Finals 2015 (Qualified: YHacks at Yale University) <i>Awards:</i> Facebook Global Hackathon Finalist and Top 8, Best Facebook Hack at YHacks <i>Project:</i> Real-time synced lyrics and song information in Augmented Reality and Android <i>Qualifying project:</i> Facial recognition and Eulerian Video Magnification for heart rate detection in AR <i>Contribution:</i> All Android code in Java and augmented reality backend code in Unity and C# TreeHacks at Stanford University <i>Awards:</i> 2 nd Place in Crowd Vote and Best Augmented Reality Hack <i>Project:</i> Android as a hologram with the Meta Augmented Reality goggles <i>Contribution:</i> All of the augmented reality code in Unity, C#, and C++ Dubhacks at University of Washington <i>Awards:</i> 2 nd Place and Best Microsoft Hack <i>Project:</i> Background traffic rerouting for Android, Android Wear, Google Glass, and Windows Phone utilizing geofencing, context detection, and route matching to run without user input <i>Contribution:</i> All of the Android, Android Wear, and Google Glass code in Java	Menlo Park, CA November 2015 Stanford, CA February 2015 Seattle, WA October 2014