

Sakunthala Panditharatne

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Work

September 2020 - March 2021, Product Marketing Consultant, Dgraph

Worked on explaining the concept of a native graph database to customers. Wrote copy for internal presentations, the website and online content. Reported directly to the head of marketing.

August 2017 - March 2020, Founder & CEO, Asteroid Palo Alto, California

Using AR and ML to create a redesigned video editing app. Backed by Niantic and institutional investors in second round of funding. Experimenting with next-gen chips, algorithms, hardware to invent the future of applications. Evangelism, software architecture, strategy, recruiting, fundraising.

Languages: C++, Objective C, Swift, Python

Frameworks: CoreML, ARKit, Tensorflow

June 2016 - May 2017, Freelance engineer, London, UK

Working on multiple VR, ML & computer graphics related projects, including:

- Created and sold online course, Neural Networks for Hackers, that attracted around 150 paying students at ~\$60 each
- 3D Node-Graph visualizer developed in Unity for use by biologists in scientific computing
- Research into generative 3D modelling - using neural nets to edit 3D models
- For Schibsted, a classifieds company: consulting on the future of VR, AR & MR and the implications it will have for the classifieds business.
- Ustwo games - building a VR home screen concept for a major smartphone manufacturer
- Created a short animated VR movie that was submitted to the Sundance film festival 2017

Languages: C#, C++, Python

Frameworks: Unity, Tensorflow

Andreessen Horowitz, September 2015-May 2016, Palo Alto CA

Researched emerging technologies and sourced new investment opportunities. Sourced the \$1.7M investment in Nootrobox, an online supplements subscription company. Presented to LPs, corporate clients and Lytro board on emerging technologies strategy. Wrote content and communications to promote the firm. Became well-known in finance blogging community.

Education

- 2:1 degree in Computer Science & Mathematics at Cambridge University, and achieved a first class 1st year in Mathematics, 2:1 the 2nd & 3rd years.

Internships

- Oculus VR, June 2014 - October 2014, Irvine, CA

Software engineer: Wrote computer vision software for the rift controller. Was there during Oculus' crazy growth period, ~60 to ~250 people. Crash course in what rapid scaling feels like. I worked on the Oculus Rift SDK, implemented mathematical algorithms for computer vision, experimented with raytracers on GearVR and worked on a video streaming app for the Rift.

Languages: C#, C++, Python

Frameworks: Unity, Tensorflow, OpenCV, OpenGL

- dreamforge, July 2013 - September 2013, Palo Alto, CA Graphics programming intern

Languages: C++, Python

Frameworks: CGAL

Awards

- Won Thiel Fellowship in 2012, turned it down to go to university
- Finalist in the UK National Science and Engineering Competition 2011 and winner of two awards: The Google Trailblazer Prize for Technology and the Nuffield Foundation and Clothworkers' Foundation Award for Best Use of Mathematics –both awards were for the project “Fire For Video Games” created in 2011 at age 16, a new method for creating fire particle systems using GPU physics methods -- C++, DirectX, shader programming