

Sandaru Suranjaya

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I'm a results-driven product leader with an engineering background with a passion for building engaging mobile app experiences in consumer tech and personal development. Over my career, I've worn multiple hats – Product Manager, Program Manager, Product Evangelist – in industries ranging from personal growth platforms to telecommunications.

I focus on delivering tangible results and cutting-edge user experiences that drive growth and retention.

WORK EXPERIENCE

Senior Product Manager

Jan 2023 - Present

Mindvalley

Singapore

Leading the product strategy for Mindvalley's user learning and content consumption experience across mobile and web platforms. I focus on building intuitive, habit-forming features that drive engagement, retention, and personal transformation at scale.

Key Achievements:

- **Boosted meditation engagement by 115%** by spearheading the gamification strategy, introducing streaks, targets, and achievement milestones to encourage daily practice.
- **Improved repeat usage by 27%** by launching an offline mode for guided meditations, enabling frictionless access to content anytime, anywhere.
- **Redesigned the iOS app experience**, resulting in the new version being preloaded on Apple iPhone 16 devices in Apple Stores worldwide, recognizing its intuitive UX and visual excellence.
- **Defined and delivered key product metrics** including content engagement, repeat consumption, and user retention, working cross-functionally with design, data, engineering, and content teams.
- **Pioneered playful and user-centric features** that transformed learning into an engaging, satisfying experience, aligning product design with personal development outcomes.

Senior Product Manager

Mar 2020 - Dec 2022

Arimac

Colombo, Sri Lanka

Led cross-functional product initiatives across gaming, AI, and digital transformation projects for enterprise and consumer-facing platforms across South Asia and the Middle East.

Key Achievements:

- **Developed and launched an AI-powered social listening platform** combining RPA and sentiment analysis to monitor brand perception across social media—enabling real-time reputation management for enterprise clients.
- **Defined and executed the product vision for IMI Games**, South Asia's largest hyper-casual gaming platform with 100K+ DAU, driving strategic expansion into Edugames and Advergaming for monetization and brand engagement.
- Served as **on-site Technical Product Owner for Du Telecom's** Ignite Digital Transformation Project in Dubai, collaborating with UI/UX and engineering teams to build next-gen customer-facing digital services and backend platforms

Product Evangelist

Jun 2018 - Feb 2020

Dialog Axiata PLC

Colombo, Sri Lanka

Led initiatives to grow and engage the developer ecosystem around South Asia's largest telco API platform, driving innovation and adoption across Sri Lanka and Cambodia.

Key Achievements:

- **Tech evangelist** for Dialog's API storefront, championing adoption and integration among mobile developers, startups, and enterprises.
- **Spearheaded community growth**, organizing developer events, nationwide hackathons, and technical workshops to drive engagement and API usage.
- Built strong relationships with app developers, providing hands-on support and feedback loops to improve API products and developer experience.
- Collaborated cross-functionally with engineering, marketing, and business teams to scale the platform's impact across multiple markets.

SKILLS

Tools and Platforms: SQL • Python • R • Tableau • Google Analytics • Amplitude • Mixpanel • JIRA • Confluence • Figma • Power BI • Trello • Notion • Slack

Product skills: 0 to 1 product execution • Product Roadmapping • Product Lifecycle management • Go-To-Market (GTM) Strategy • A/B Testing • User Research • Agile Methodologies • Stakeholder management • Cross-functional Collaboration • Customer and Market Research • Data-driven decision making

Soft skills: Executive Communication • Public Speaking • Critical Thinking • Problem Solving • Presentation • Storytelling • Facilitation • Debating • Problem solving • Critical thinking • Negotiation • Team building • Prioritization • Organization • AI prompt engineering

PROJECTS

Gamifying Mindvalley

Problem

- Our analytics reported the meditation consumption has stopped growing and stagnated after a certain point
- We wanted to make this experience a bit more "fun" and build an internal trigger to drive user habituation

Solution

- We introduced meditation targets to set a daily commitment goal for users to meditate upon
- Then we followed up with daily streak to help users build a consistent meditation habit.
- Weekly engagement of meditations boosted by 115% within a few weeks.

NextGen App - Mindvalley

Problem

- Customer complains increased on inability to find new content, player UI issues, too many clicks to watch a video
- Partnership opportunity with Apple to feature a new app on every iPhone 16 demo device globally

Solution

- A redesigned iOS app within 4 weeks with improved navigation, player design, and added gamification features like score dashboard, achievement badges.
- Mindvalley NextGen project awarded Malaysia's Technology Excellence Award by Asian Business Review for the innovative approach for learning and personal development.

EDUCATION

MSc in Business Analytics

Jan 2021 - Dec 2022

Robert Gordon University, Aberdeen, UK

GPA: Distinction

Specialising in AI, Machine Learning, and Computer Vision

BSc in Engineering

Jan 2014 - Jan 2018

University of Moratuwa, Sri Lanka

Specialising in power generation, transmission, distribution, power electronics, and power automation.