Rylo Executive Team

Alex Karpenko, CEO and Co-Founder

Alex Karpenko is the co-founder and CEO of Rylo. He studied computational photography and machine learning at Stanford and dropped out of his PhD program to found Luma Camera, a Y Combinator backed startup specializing in video stabilization technology for mobile phones.

Luma was acquired by Instagram, where Alex helped launch Instagram video and create Hyperlapse. Hyperlapse’s advanced video stabilization made it easy to shoot timelapses right on your phone without the need for additional bulky and expensive equipment. As a result, more moving timelapses were produced in the first half hour after the app launched than had ever been created before.

Chris Cunningham, COO and Co-Founder

Chris Cunningham is the co-founder and COO of Rylo. His interest in photography started when he got his first Nikon SLR in middle school and learned how to develop his own film. After studying electrical engineering in college and using a crappy PC throughout, Chris tried a Macbook for the first time and became obsessed with the idea of working at Apple.

He finally landed a job as a build engineer for iLife and later worked on iPhoto and Aperture, where he was part of the team of five that built iPhoto for iOS when the first iPad came out. Chris left Apple to work as an iOS engineer at Instagram, first leading messaging and then prototyping new apps.
Jon Denby, Head of Hardware

Jon Denby is the Product Design Lead for hardware at Rylo, focusing mainly on the look, feel, and function of the camera. He manages the team responsible for the mechanical and optical systems of the camera from early-stage conceptual architecture to mass production.

Jon brings nearly 7 years of professional hardware design experience to the table, specializing in product development, mechanical design, industrial design and supply chain management. Previously, Jon worked as an iPad Supply Base Engineer and most recently, an iPhone Product Design Engineer for Apple. There, he was on the design team that created the iPhone 5C and iPhone 6S Plus. He holds a Bachelor’s of Science degree in Product Design, as well as a Masters of Science degree in Mechanical Engineering from Stanford University.

Chris Connolly, Creative Director

Chris Connolly is the Product Design Lead for software, as well as the first employee, at Rylo, where he is in charge of the look and feel of the app, branding, packaging, and website. Chris has a long history with Rylo co-founders Alex Karpenko and Chris Cunningham through their work together at Instagram, which ultimately parlayed into a position on the Rylo team.

Chris comes to Rylo with over a decade of design experience, specializing in empowering users to be more creative through software. Previously, Chris was one of the first product designers at Spotify in New York, helping to shape their mobile product and open it to larger audiences. Afterwards, he became one of the core initial design team at Instagram, leading their creative team, in addition to designing Instagram’s first external app, Hyperlapse. Before joining up with the Rylo team, he also spent time in Facebook’s London team, building next-generation products for news feed & sharing.