

Myles Borins

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www.github.com/thealphanerd

Education

Stanford University

Stanford, California

MA/MST, Masters of Music Science and Technology

2012–Current

Two year masters program at the Center for Computer Research in Music and Acoustics. Studies include human computer interaction design, digital signal processing, computer music composition, and site-based installation art.

Recipient of the Denning Family Fellowship in Fine Arts

OCAD University

Toronto, Ontario

BFA, Integrated Media with minor in Digital Media Studies

2009–2012

Graduated on the Dean's honor list. Studies primarily focused on interactive audio/visual site-based installation art. Other course work included physical computing, computer science, media theory, cultural rhetoric, and rapid-prototyping / manufacturing.

Recipient of the OCAD University Medal for Integrated Media

Experience

Famo.us

San Francisco, California

Software and Tooling Engineer

Spring 2014 - Present

Responsible for designing and implementing software tooling to be used both by internal developers working on the Famo.us framework and external developers using the framework to build applications.

Stanford University

Stanford, California

Teaching Assistant

Fall 2013

Teaching assistant for Music 250a: Physical Interaction Design for Music. Responsible for teaching students unix fundamentals, introduction to embedded linux, introduction to arduino, introduction to physical computing and basic sound synthesis using tools such as puredata

Djz

San Francisco, California

Lead Front End Developer

Summer 2013

Designed new development and deployment toolchain for static Angular web application. Created web based persistent player for desktop and mobile using open source technologies and various apis.

<http://www.djz.com>

Cycling 74'

San Francisco, California

Future Innovation Research and Development

Summer 2013

Super secret future product research and development. I can't tell you what it is, but it is pretty cool!.

<http://www.cycling74.com>

Inclusive Design Research Centre

Toronto, Ontario

Google Summer of Code 2012 Developer

Summer 2012

Implemented "The Automagic Music Maker" a JavaScript library that offers developers and musicians the ability to generate various types of accessible and responsive instruments in the browser.

<http://www.automagicmusicmaker.com>

Skills

Programming: JavaScript, C, C++, Python, Arduino, Processing, OpenGL, openCV

DSP: rtaudio, Faust, Matlab, web-audio, Max/MSP, PureData, Chuck

Web Technologies: Node.js, Bower, Grunt, HTML5, Jade, Haml, Less, Sass, CSS

Web Frameworks / Libraries: Angular, Fluid Infusion, jQuery, D3

Systems: LAMP, MEAN, Bash, Vim, Git, Shell Scripting, make, cmake

Prototyping: 3D Printing, CNC-Milling, Laser Cutting, Wood/Metal/Plastics shop experience

Project Contributor: Homebrew, Flocking, OSCeleton, npm, Https Everywhere, monome.org