Myles Borins

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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

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

OCAD University Toronto, Ontario

Research Assistant

2010–2012

Developed code and interaction design frameworks for various government funded research projects including "Body Editing" and "Bio Mapping" with Paula Gardiner, and "Haptics" with Michael Page.

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