

Myles Borins

☎ +1 (650) 485 3108 • ✉ myles.borins@gmail.com • 🌐 www.thealphanerd.io
www.github.com/thealphanerd

Experience

IBM

Node.js Contributor

I write code to improve the Node.js ecosystem. I also travel and talk.

San Francisco, California

Fall 2015 - Present

Famo.us

Head of Open Source

At Famous I was responsible for managing the front line of our community. The position was part Product Management, part Developer Relations, part Software Engineering, and a whole bunch of empathy. During the Spring of 2015 I had the pleasure of organization jQuerySF, a single track conference with over 1000 attendees.

San Francisco, California

Spring 2014 - Summer 2015

Stanford University

Teaching Assistant

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

Stanford, California

Fall 2013

Djz

Lead Front End Developer

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.

San Francisco, California

Summer 2013

<http://www.djz.com>

Cycling 74'

Future Innovation Research and Development

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

<http://www.cycling74.com>

San Francisco, California

Summer 2013

Inclusive Design Research Centre

Google Summer of Code 2012 Developer

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>

Toronto, Ontario

Summer 2012

Education

Stanford University

MA/MST, Masters of Music Science and Technology

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

Recipient of the Denning Family Fellowship in Fine Arts

Stanford, California

2012-2014

OCAD University

BFA, Integrated Media with minor in Digital Media Studies

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

Toronto, Ontario

2009-2012

Skills

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

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

Web Technologies: Node.js, browserify, npm, HTML5, CSS, various preprocessors for both HTML / CSS

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

Systems: docker, Bash, Vim, Git, Shell Scripting, make, cmake, aws

Project Contributor: npm, Yeoman, Homebrew, Flocking, OSCeleton, Https Everywhere, monome, faust