

Myles Borins

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www.github.com/thealphanerd

Experience

IBM

San Francisco, California

Node.js Collaborator

October 2015 - Present

Full time collaborator on the Node.js project. Specific work includes release management for LTS, writing tooling for smoketesting, maintaining ecosystem stability, and general maintainership for the Node.js project. Responsibilities include the building and signing of LTS releases for Node.js which are currently the most actively downloaded and used versions of the platform. I also sit on a number of the Node.js working groups including LTS, Build, HTTP, and Security.

Famo.us

San Francisco, California

Head of Open Source

April 2014 - September 2015

Responsible for managing the front line of the Famo.us community. The position was part Product Management, part Developer Relations, part Software Engineering, and a whole bunch of empathy. During my tenure I implemented our open source workflow for release management, tooling, and process for contribution. During the Spring of 2015 I had the pleasure of organizing jQuerySF, a single track conference that sold out with over 1000 attendees.

Stanford University

Stanford, California

Teaching Assistant

September 2013 - December 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

July 2013 - September 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.

Cycling 74'

San Francisco, California

Future Innovation Research and Development

July 2013 - September 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

June 2012 - August 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.

Education

Stanford University

Stanford, California

MA/MST, Masters of Music Science and Technology

September 2012 - April 2014

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

OCAD University

Toronto, Ontario

BFA, Integrated Media with minor in Digital Media Studies

September 2009 - June 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

Skills

Programming Languages: JavaScript, C, C++, Python

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

Web Frameworks / Libraries: Angular, Famous, jQuery, browserify

Systems: unix, docker, bash, vim, git, Shell Scripting, make, cmake