Myles Borins

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www.github.com/thealphanerd

Experience

IBM San Francisco, California
Node.js Contributor *Fall 2015 - Present*
I write code to improve the Node.js ecosystem. I also travel and talk.

Famo.us San Francisco, California
Head of Open Source *Spring 2014 - Summer 2015*
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.

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.

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.

Education

Stanford University Stanford, California
MA/MST, Masters of Music Science and Technology *2012–2014*
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 *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

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