# Donato E. Borrello
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## Education

Bachelor of Science, Computer Science

University of Rochester

May 2012

Rochester, NY

## Development Experience

**JW Player**
**Senior Software Engineer**

May 2014 - Present
New York, NY

- Technical Lead on projects for the embedded player - scale is currently 17 billion plays per month.
- Redesigned the internal message bus for higher performance, shaving 20% off startup time.
- Lead Enginner on implementing VPAID2 specification from the IAB, HLS standard from Apple, and Chromecast from Google.
- Prototyped and built a full-stack testing framework, to combine automated and manual tests. Regression testing time went from 4 weeks to 1.5 weeks.
- Created onboarding program for new engineers which has helped 20+ new hires hit the ground running.
- Owner of the cross-team analytics ping specification, used daily across all teams.

**FactSet Research Systems**
**Software Engineer**

June 2012 - April 2014
New York, NY

- Full stack development, at individual report level and at infrastructure level.
- Performed as Technical Lead on the production of Portfolio Manager Snapshot. This analytics report had the fastest rendering time among the hundreds in the CoMA division of FactSet.
- Created a tool *p4-compare*, which let developers compare the cyclomatic complexity of their change against what is in master.
- Trusted to work across departments creating a new Backbone toolkit for rapidly prototyping new reports. It is currently improving productivity for teams in New York, Norwalk and London.

**University of Rochester HCI Lab**
**Research Fellowship with Xerox**

June 2011 - May 2012
Rochester, NY

- Our project provided economically viable real-time audio transcription for hearing-impaired internet users. Personal contributions were recognized through a Xerox Fellowship.
- Developed PHP-API for Amazon Mechanical Turk which allowed easier integration of external data-sources and enhanced real-time processing capabilities.
- Participated in project planning, design, and development of services for gathering and retaining Amazon Mechanical Turk workers.

**Freelance**
**Fullstack Game Programmer**

Childhood - Present
Rochester, NY

- Created a new interface to an online game, Kings of Chaos, to enhance and improve fundamental gameplay.
- Wrote server software to provide dynamic analytics comparing 800+ registered users over 5 years. At peak, the system logged 1,472,038 user-events in one month January, 2009.
- Wrote a bot to simulate human interaction, automating every aspect of gameplay. Required header-spoofing, captcha cracking, and basic NLP. (Don't tell the admins!)

## Publications

**Real time Captioning by Non-Experts**
Nominated for best paper in the the 25th Annual UIST Conference 2012: 23-34

**Online Sequence Alignment for Real-Time Audio Transcription by Non-Experts**
Published by the 26th Annual AAAI Conference 2012

## Other Contributions

- CIO of Beach Recovery Foundation, non-profit using science to reverse beach erosion

- CTO of Simplify Reality, distills current events into 400 word summaries for millennials

- Consultant for AI-Coin, a bitcoin variant which sacrifices decentralization for sub-second transactions

- Maintainer of Google's Karma repository

- Code contributor to Google's Shaka Video player

- Code contributor to Blender, the open-source 3D modeling engine

- Art contributor to Planeshift, the first open-source mmorpg

- Security research for Kings Of Chaos, helping fix nginx configuration to mitigate a slowloris attack

- Member of think-tank for MiMedia, a Brooklyn based startup for cloud storage of media

## Lists

- **Job Experience:** `Javascript` , `C++` , `Node` , `TypeScript` , `Mongodb` , and `git`
- **Fun Stuff:** `Java` , `Python` , `Haskell` , `Starcraft` , `Database Design` , `CUDA` , `Ruby`
- **Favorite Places:** `NYC` , `Puglia` , `Turks'n Caicos` , `Tamarindo` , `Buenos Aires`