# Donato E. Borrello

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## Summary

Motivated and enthusiastic technology leader with 15 years of experience writing semicolons, leading teams and delivering products. Has repeatedly been able to dive-deep on technical problems and emerge as a thought-leader in various fields. Recognized for his ability to gather information and provide a clear vision for achieving both short and long-term goals. Able to translate needs from business to the technical side and back. Proven track-record for hiring a talented, complementary, and highly effective team.

## Education

Bachelor of Science, Computer Science                                                May 2012
University of Rochester                                                        Rochester, NY

## Experience

JW Player                                                            April 2016 - Present
Lead Engineer                                                              New York, NY

- Hired and led a team of 8 to be self-sufficient, guiding them to timely completion of projects.
- Iteratively delivered products, which doubled customer engagement twice in 6 months.
- Drove data architecture decisions when scaling systems to handle over 60k events/sec.
- Centralized information related to systems architecture and created the de-facto blueprint used by all members of our organization.
- Pushed a values-driven culture and empowered IC's to make trade-offs independently when appropriate.
- Performed technical comparisons and break-even analysis of technology stacks, then negotiated package pricing with cloud providers including AWS, Snowflake and ModeAnalytics.
- Revamped processes for Database Change Management and Incident Response to 50 engineers across 6 teams; decreasing service outages from 0.15% to 0.01% weekly.

JW Player                                                            May 2014 - April 2016
Senior Software Engineer                                                      New York, NY

- Lead Engineer on implementing VPAID2 specification from IAB, which services over 250M ads/month.
- Lead Engineer on implementing HLS standard from Apple, which services over 6Bn video streams/month.
- Redesigned the javascript message bus for higher performance, shaving 20% off startup time.
- Prototyped and built a full-stack testing framework *Squash* to combine automated and manual tests.
- Through iterative development, *Squash* decreased regression testing from 4 weeks to 1 week, to 3 days.

FactSet Research Systems                                              June 2012 - April 2014
Software Engineer                                                            New York, NY

- Performed as Technical Lead on a full stack analytics reporting application, which had the fastest rendering time among hundreds in the CoMA division of FactSet.
- Learned to maintain, extend, and love legacy codebases. Or at least love refactoring them. Never learned to love VMS.
- Created a tool *p4-compare*, which let developers compare the cyclomatic complexity of their change against what is in master.
- Worked 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.

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| ROCHESTER HUMAN-COMPUTER-INTERACTION GROUP | JUNE 2011 - MAY 2012 |
| RESEARCH FELLOWSHIP WITH XEROX | ROCHESTER, NY |

- Researched methods to provide economically viable real-time audio transcription for hearing-impaired internet users.
- 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.

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| FREELANCE | CHILDHOOD - PRESENT |
| FULL STACK GAME DEVELOPER | ROCHESTER, NY |

- Created a new interface to an online game, Kings of Chaos, to enhance and improve fundamental gameplay.
- Provided real-time analytics comparing 800+ registered users over 13 years.
- Wrote bots to simulate human interaction, automating every aspect of gameplay. Required header-spoofing, captcha cracking, and basic NLP. (Don't tell the admins!)

## CONFERENCES

**The Nitty Gritty of Adaptive Video Transmuxing**                    **EmpireJS, 2016**
A 30 minute presentation on strategies for efficiently transmuxing video for improving the time to first frame. The core principal is switching from batch computation to streaming. I discuss why Communicating Sequential Processes (CSP) works as a strong alternative to streams with back pressure.

## 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

- Founder of Election Reform New York - a group pushing for Instant Run Off elections in NY
- Maintainer of Google's Karma repository, a javascript test runner
- Code contributor to Google's Shaka repository, a DASH video player
- Code contributor to Blender, an open-source 3D modeling engine
- Security research for KingsOfChaos.com, a text-based mmo
- Art contributor to Planeshift.it, an open-source 3D mmorpg
- Consultant for AI-Coin, a bitcoin variant which sacrifices decentralization for sub-second transactions
- Member of think-tank for MiMedia, a Brooklyn based startup for cloud storage of media

## LISTS

- **Job Experience:** `Javascript` , `Python` , `C++` , `Java` , `Node` , and `git`
- **DB's in Prod:** `Redis` , `Mongo` , `PostgreSQL` , `MySQL`
- **Fun Stuff:** `Haskell` , `Starcraft` , `TypeScript` , `Database Design`
- **Not lovin' it:** `tabs` , `Flask` , `lag` , `Angular` , `Pager Duty`
- **Favorite Places:** `New York, New York` , `Puglia` , `Turks'n Caicos` , `Tamarindo` , `Buenos Aires` ,