

DONATO E. BORRELLI
4 Park Avenue #9B, New York, NY 10016
✉ venar303@gmail.com ☎ (917) 280-0069 🌐 github.com/donato

EDUCATION

Bachelor of Science, Computer Science
University of Rochester

May 2012
Rochester, NY

EXPERIENCE

LEAD ENGINEER
JW PLAYER

APRIL 2016 - PRESENT
NEW YORK, NY

- Hire and lead Analytics and Business Intelligence teams to self-sufficiency, guiding them to timely completion of projects.
- Emphasized automation and iteration to increase release velocity from 2/month to 3/week.
- Drive data architecture decisions when scaling data systems, from 15k req/sec to 60k req/sec.
- Revamped processes for Database Changes and Incident Response to 70 engineers across 8 teams; decreasing service outages from 0.15% to 0.01% weekly.
- Perform technical comparisons and break-even analysis of technology stacks, then negotiated package pricing with cloud providers including AWS, Snowflake and ModeAnalytics.

SENIOR SOFTWARE ENGINEER
JW PLAYER

MAY 2014 - APRIL 2016
NEW YORK, NY

- Redesigned the Javascript message bus for higher performance, shaving 20% off startup time, across 1 billion plays per month.
- Lead Engineer on implementing VPAID2 specification from the IAB, HLS standard from Apple, and Chromecast from Google.
- Prototyped and built a full-stack testing framework combining automated and manual tests. Regression testing decreased from 4 weeks to 1.5 weeks.

SOFTWARE ENGINEER
FACTSET RESEARCH SYSTEMS

JUNE 2012 - APRIL 2014
NEW YORK, NY

- Technical Lead on several web applications, setting the record for fastest rendering time among hundreds.
- Created a tool *p4-compare*, which let developers compare the cyclomatic complexity of their code changes against master before checking it in.
- Learned to maintain, extend, and love legacy codebases. Or at least love refactoring them.

FULL STACK GAME DEVELOPER
FREELANCE

JUNE 2008 - APRIL 2012
NEW YORK, NY

- Created a new interface to a text-based MMORPG, to enhance and improve fundamental gameplay.
- Provided real-time analytics comparing 800+ registered users - at peak popularity 50k writes per day.
- Wrote bots to simulate human interaction, automating every aspect of gameplay. Required header-spoofing, captcha cracking, and basic NLP. (Dont tell the admins!)

COMMUNITY

The Nitty Gritty of Adaptive Video Transmuxing

May, 2016

A technical talk at the EmpireJS Conference on efficiently transmuxing video in javascript for improving time to first frame, with over 400 attendees.

Real time Captioning by Non-Experts

October, 2012

A white-paper on crowd-sourcing, nominated for best paper in the the 25th Annual UIST Conference.