Donato E. Borrello

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Experience

Tech Lead Manager	April 2016 - Jan 2018
JW Player	New York, NY

- Emphasized automation and iteration to increase release velocity from 2/month to 3/week.
- Drove data architecture decisions when scaling data systems, from 15k req/sec to 60k req/sec.
- Interviewed, hired and built out the Data team from 8 members to 30, as part of four independent teams.
- 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	May 2014 - April 2016
JW Player	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	June 2012 - April 2014
FactSet Research Systems	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.
- Built out a toolkit for rapidly prototyping new reports, allowing teams in New York, Norwalk and London to search and share code as reusable modules.

Education

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

Conferences and Publications

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 as an alternative to professional services for economically viable audio transcription. Nominated for best paper in the the 25th Annual UIST Conference.

Skills

- Performance, Scalability, Systems Architecture, A/B Testing, Leadership, Mentoring
- Programming Languages: `C++`, `Javascript`, `Python`, `Java`, `Node`, and `SQL`
- Data Experience: `Spark`, `Storm`, `Kafka`, `Hadoop/MR`, `Hive`, and `GraphX`