

# Donna Malayeri

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## Areas of Expertise

Product Management for complex technical products

Cloud and serverless technologies

Public speaking and developer relations

## Experience | Pulumi

Product and Community Manager; employee #7

Oct 2017–Present

*Pulumi is a tool and service that makes it easier to build and compose modern cloud applications that run on any major cloud.*

- Conducted customer and market research prior to product launch
- Ensure that product features were aligned with customer requirements and common industry patterns, particularly around serverless computing
- Own the end-to-end customer experience, ranging from product acquisition, initial use, documentation and examples, and product support
- Drove the private beta program. Sourced and onboarded customers; drove product improvements based on user feedback
- Serving as primary product evangelist, presenting at conferences such as Velocity, QCon, GeekWire Cloud Summit, and GlueCon

## Microsoft

Senior Program Manager, Azure Functions

Jun 2016–Oct 2017

*Azure Functions is a serverless, functions-as-a-service platform that runs on Microsoft Azure.*

- Served as product manager from private beta to General Availability
- Owned the C#, F#, and JavaScript customer experience, including the Azure Portal experience and the Visual Studio and local tooling experience
- Designed and shipped the Azure Functions Core Tools, which is the best-in-class development and debugging experience across all major serverless vendors
- Drove the design of the C# class library authoring experience, based on customer feedback. The new design earned positive praise from analysts and customers, and had a 4x growth compared to C# scripting
- Presented top-rated talks at Microsoft and industry conferences, including Microsoft Build, general session at Microsoft Ignite, and two talks at ServerlessConf

Program Manager, Azure Mobile Services

Nov 2013–Jun 2016

*Azure Mobile Services was a backend-as-a-service product on Microsoft Azure*

- Drove technical design of offline sync feature across two backend languages (JavaScript and C#) and 4 mobile client SDKs (iOS, Android, Windows, and Xamarin)
- Drove the redesign of the customer experience through the product change from Mobile Services to Mobile Apps, ensuring a smooth upgrade experience
- Ensured a great developer experience through frequent customer feedback, engagement on support forums, and tutorials, samples, and technical presentations
- Developed a consistent and compelling product message, including collaboration with developer evangelist team

## Experience | Microsoft, continued

Software Engineer

Feb 2013–Nov 2013

*Reactive Extensions (Rx) is a .NET and JavaScript library for composing asynchronous and event-based programs.*

- Served as both program manager and software developer on the project
- Simplified build system in order to quickly incorporate community contributions
- Evangelized use of Rx among product groups within Microsoft; drove the integration of Rx into public tools and libraries
- Engaged with external community and presented popular talks at developer conferences

Program Manager, F#

Aug 2011–Feb 2013

*F# is an open-source functional programming language that runs on Microsoft .NET*

- Drove the release of F# in Visual Studio 2012, including major new language features
- Coordinated across Visual Studio product teams to ensure a smooth integration for F# customers
- Scoped product features, managed schedules and deliverables, and ensured day-to-day alignment of development and test team
- Actively solicited customer feedback and drove product improvements
- Evangelized F# within Microsoft and externally, presented well-received talks at Microsoft and industry conferences

## Scala Team, EPFL (Lausanne, Switzerland)

Postdoctoral Researcher

Oct 2009–Jul 2011

- Worked on research team that developed Scala, a programming language with full Java interoperability and a strong type system.
- Improved stability and performance of the Scala plugin for Eclipse, using product feedback from customers and internal users.
- Redesigned and implemented Scala REPL (read-evaluate-print-loop) to tightly integrate with other IDE features in Eclipse.
- Performed formal usability study on Scaladoc; improved layout and design to improve clarity; showed that study results can be applied to similar languages.

## Google

Software Engineering Intern

Jun 2007–Aug 2007

## Microsoft Research

Research Intern

Jun 2003–Aug 2003

## TRW Inc. (Reston, VA)

Software Engineer

Aug 2001–Aug 2002

## Education | Carnegie Mellon University

PhD computer science, 2009

*Thesis topic: language support for post-hoc object-oriented reuse (Advisor: Jonathan Aldrich)*

MS computer science, 2005

## University of Maryland at College Park

BS computer science, 2001