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|  | Donna Malayeri  [@lindydonna](https://twitter.com/lindydonna) | [www.cs.cmu.edu/~donna](http://www.cs.cmu.edu/~donna)  |  lindydonna (at) gmail.com |
| Objective | Setting direction and strategy for high-impact, technically-intriguing software projects. |
| Areas of Expertise | Languages: F#, C#, Scala, Java  Design of developer tools and technologies  User interface design |
| Education | Carnegie Mellon University (Pittsburgh, PA)  PhD computer science, 2009  Thesis topic: language support for post-hoc object-oriented reuse (Advisor: Jonathan Aldrich)  MS computer science, 2005  University of Maryland (College Park, MD)  BS computer science, 2001 |
| Experience | Microsoft (Redmond, WA)  Program Manager *Nov 2013–Present*   * Program manager on Azure Mobile Services, a hosted service tailored to mobile apps * Driving technical design of the offline sync feature; creating collateral such as tutorials, samples, and technical presentations * Ensuring a great developer experience by gathering input from beta customers, coordinating frequent releases from the dev team, and ensuring feature discoverability * Developing sales and marketing materials for use by the field; engaging with developer evangelists; creating content for hackathons and workshops.   Software Engineer *Feb–Nov 2013*   * Project manager and software developer on [Reactive Extensions (Rx)](http://rx.codeplex.com/), a library for composing asynchronous and event-based programs * Simplified and streamlined 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 *Aug 2011–Feb 2013*   * Served as project and product manager for F#, a functional programming language on Microsoft’s .NET platform * Drove technical direction and strategy; ensured day-to-day alignment of test and development team; managed schedules and deliverables; scoped product features; coordinated with stakeholders in related product teams. * Engaged with customers through a variety of channels; used customer feedback to inform improvements in usability, discoverability of features, and product documentation. * Evangelized F# both internally and externally; presented several well-received talks at key industry conferences. |
| Experience | 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 (Kirkland, WA)  Software Engineering Intern *Jun 2007–Aug 2007*   * Designed and implemented a full-fledged Eclipse debugger front- and backend for the Rhino JavaScript-to-Java compiler, to allow debugging of server-side JavaScript. * Instrumented existing programming environment to support the new language syntax; added support for auto-completion and other advanced IDE features while editing server-side code.   Microsoft Research (Redmond, WA)  Research Intern *Jun 2003–Aug 2003*   * Developer on the Fugue software protocol checker, a tool for ensuring that programs correctly maintain object state invariants. * Designed annotations for specifying object invariants on exceptional control flow paths; implemented new analyses for assuring correctness of exception-handling code.   TRW Inc. (Reston, VA)  Software Engineer *Aug 2001–Aug 2002*   * Worked on design and implementation of large C++ project for battlefield simulation * Developed, tested, and performed on-site deployment of the software. |
| Research | Carnegie Mellon University (Pittsburgh, PA)  Graduate assistant, Computer Science Department *2002–2009*   * Published 5 peer-reviewed conference articles. * Designed a new, statically-typed language to allow safely adapting code without modifying it directly. Language includes features which previously required dynamic typechecking. * Performed empirical study of existing Java programs, which showed that the new language could eliminate many runtime checks and would make programs easier to maintain. * Designed and implemented a Java extension with a novel multiple inheritance mechanism, to help eliminate code duplication and promote reuse of library code. * Redesigned Java exception specifications to reduce annotation overhead. Implemented a language extension and tool for specifying and enforcing exception policies. |
| Additional | Strong communication and writing skills  US Citizen |