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|  | Donna Malayeri  www.lindydonna.com | lindydonna (at) gmail.com | Twitter @lindydonna |
| 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 |