

Myles Borins

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Experience

Google

Developer Advocate on Cloud Platform

New York City, New York

January 2017 - Present

Collaborator on Node.js project primarily focused on governance, stability, release management, and standards work at TC39. International public speaker. Work closely with various product and engineering teams to ensure our cloud offering will be desirable to developers and follow industry best practices.

Node.js Foundation

Technical Steering Committee Director

September 2017 - Present

Voted into role by the Technical Steering Committee of the Node.js project. Serve on the Board of Directors of the foundation and act as a liaison and representative between the foundation and the technical project.

ECMA International

TC39 Delegate

January 2017 - Present

Represent Google on TC39 - the technical committee responsible for the ECMAScript specification (commonly known as JavaScript). My role has included proposing new language features as well as being involved in developing governance for the committee itself

IBM

Node.js Collaborator

San Francisco, California

October 2015 - January 2017

Full time collaborator on the Node.js project and member of the Core Technical Committee. Specific work includes release management for LTS, writing tooling for smoke testing, maintaining ecosystem stability, and general maintainership for the Node.js project. Responsibilities include the building and signing of LTS releases for Node.js, currently the most actively downloaded and used versions of the platform. Involvement in a number of Node.js working groups including LTS, Build, HTTP, and Security.

Famo.us

Head of Open Source

San Francisco, California

April 2014 - September 2015

Responsible for managing the front line of the Famo.us community. The position was part Product Management, part Developer Relations, part Software Engineering, and a whole bunch of empathy. During my tenure I implemented our open source workflow for release management, tooling, and process for contribution. During the Spring of 2015 I had the pleasure of organizing jQuerySF, a single track conference that sold out with over 1000 attendees.

Stanford University

Teaching Assistant

Stanford, California

September 2013 - December 2013

Teaching assistant for Music 250a: Physical Interaction Design for Music. Responsible for teaching students unix fundamentals, introduction to embedded linux, introduction to arduino, introduction to physical computing and basic sound synthesis using tools such as puredata

Education

Stanford University

MA/MST, Masters of Music Science and Technology

Stanford, California

September 2012 - April 2014

Two year masters program at the *Center for Computer Research in Music and Acoustics*. Studies include human computer interaction design, digital signal processing, systems design, computer music composition, and site-based installation art.

Recipient of the Denning Family Fellowship in Fine Arts

OCAD University

BFA, Integrated Media with minor in Digital Media Studies

Toronto, Ontario

September 2009 - June 2012

Graduated on the Dean's honor list. Studies primarily focused on interactive audio/visual site-based installation art. Other course work included physical computing, computer science, media theory, cultural rhetoric, and rapid-prototyping / manufacturing.

Recipient of the OCAD University Medal for Integrated Media