

Myles Borins

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www.github.com/mylesborins

Experience

Google

Developer Advocate on Cloud Platform

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.

New York City, New York

January 2017 - Present

IBM

Node.js Collaborator

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.

San Francisco, California

October 2015 - January 2017

Famo.us

Head of Open Source

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.

San Francisco, California

April 2014 - September 2015

Stanford University

Teaching Assistant

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

Stanford, California

September 2013 - December 2013

Djz

Lead Front End Developer

Designed new development and deployment toolchain for static Angular web application. Created web based persistent player for desktop and mobile using open source technologies and various apis.

San Francisco, California

July 2013 - September 2013

Cycling 74'

Future Innovation Research and Development

Super secret future product research and development. I can't tell you what it is, but it is pretty cool!.
<http://www.cycling74.com>

San Francisco, California

July 2013 - September 2013

Education

Stanford University

MA/MST, Masters of Music Science and Technology

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*

Stanford, California

September 2012 - April 2014

OCAD University

BFA, Integrated Media with minor in Digital Media Studies

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*

Toronto, Ontario

September 2009 - June 2012

Skills

Programming Languages: JavaScript, C, C++, Python

Web Technologies: Node.js, npm, HTML5, CSS, various preprocessors for both HTML / CSS, aws

Systems: unix, docker, bash, vim, git, Shell Scripting, make, cmake