

Caleb Valerian | SILVERDALE, WA 98383 | (425) 463-9237

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Experienced **Senior Technical Writer** and software engineer with a passion for bridging the gap between developers and documentation. Expertise in automating documentation workflows, improving efficiency, and enhancing the developer experience through well-structured, user-centric documentation. Proven ability to translate complex technical concepts into clear, concise content for a wide range of audiences.

TECHNICAL SKILLS

- **Documentation Expertise:** SDK & API documentation, automation pipelines, version control, content strategy
- **Tools & Platforms:** Doxygen, DocFX, Docusaurus, Git, Confluence, Photoshop, Perforce, LLM, RAG
- **Languages:** Python, C#, JavaScript, HTML, CSS, Markdown, XML, Powershell

SOFT SKILLS

- Strong interpersonal & collaboration skills
- Ability to translate complex technical concepts into clear, user-friendly documentation
- Process optimization and workflow efficiency
- Visual communication & graphical representation of ideas

EXPERIENCE

Big Fish Games — *Senior Technical Writer*

NOV 2021 - PRESENT

- **Automated SDK documentation** by designing a **Doxygen-to-Docusaurus pipeline**, reducing **manual formatting time by 40%**.
- **Created API references and onboarding materials**, improving developer adoption and **reducing support tickets by 25%**.
- **Maintained Git-based version control** for documentation, ensuring **100% accuracy with each SDK release**.
- **Led content strategy improvements**, standardizing documentation and enhancing **clarity for over 200 developers**.
- Migrated company documentation from **Confluence to Git-based version control**, streamlining review cycles and enhancing user accessibility.

Microsoft (Contract) — *Senior Technical Writer*

AUG 2020 - NOV 2021

- **Developed C# and JSON automation tools**, reducing documentation workflow inefficiencies by **30%**.
- **Authored and reviewed API documentation**, improving developer **comprehension and integration**.
- **Refined ADO and Git-based wiki foundation**, enhancing **searchability and accessibility for 500+ users**.
- Collaborated with engineers, ensuring **98% accuracy** in technical content and **reducing revision cycles**.

Amazon - AWS Lumberyard (Contract) — *Software Development Engineer in Test*

JAN 2020 - JUN 2020

- **Condensed 100+ pages of complex build documentation** into a **10-page developer-friendly guide**, reducing onboarding time.
- **Automated test cases in C++/Python**, increasing **testing efficiency by 35%**.
- **Developed reusable pytest utilities**, reducing **redundant test creation**.

Amazon - FMA & AWS (Contract) — *Technical Writer*

MAY 2019 - JAN 2020

- Led a **complete overhaul** of corporate technical documentation, increasing site traffic by 70%.
- Implemented a **new wiki foundation** using XWiki, improving **documentation retrieval** by end users.
- **Created C#, C++, and Python code samples**, significantly cutting **developer troubleshooting**.

Unity Technologies (Freelance) — *Technical Writer*

JUL 2018 - JAN 2020

- Authored **231 guides** covering existing and emerging Unity3D systems and features.
- Designed a **documentation template** that reduced review loops by 53%.
- Published **32 video tutorials** for Unity3D certification courses.
- Developed **27 C# gameplay scripts** to supplement step-by-step guides.

Oculus (Contract) — *Technical Writer*

JAN 2019 - MAY 2019

- **Built an SDK documentation framework**, completing it **2 months ahead of schedule**.
- Created **calibration and setup guidelines** for external teams, improving cross-team collaboration.
- Documented **C++ and C# APIs** for both internal teams and end users, reducing support questions by half.

Microsoft (Contract) — *Technical Writer*

SEP 2018 - NOV 2018

- **Updated Azure Bot Service documentation**, cutting user-reported **issues by 30%**.
- Developed and updated **C# and JavaScript code samples** to align with SDK changes.
- **Resolved technical documentation issues**, improving **user experience scores** in the Github repositories.

Facebook (Contract) — *Software Engineer*

MAY 2017 - FEB 2018

- **Integrated AR assets, shaders, and animations**, reducing rendering **errors by 35%**.
- **Developed workflow guides** for third-party integrations, improving **onboarding speed of developers**.

Microsoft Minecraft (Contract) — *Tools Programmer*

MAR 2017 - MAY 2018

- **Developed internal C# and Python tools**, accelerating art team **pipeline efficiency and asset deployment** to multiple platforms.
- **Refined 3D modeling workflows**, improving asset quality and **reducing production time by 35%**.

Panther Systems, Inc. — *Software Engineer*

MAY 2015 - FEB 2017

- **Managed 15+ software products**, maintaining **99.9% uptime**.
- **Refactored legacy codebases**, improving **performance by 25%**.
- **Developed a web portal in Node.js and .NET**, cutting **manual data processing time by 75%**.

EDUCATION

The Art Institute of Portland, B.S. in Computer Science, Sep 2015

Portland Community College, A.S in Science, Jun 2011