

Resume

[Download as PDF](#) | Professional references available upon request.

Theadora Valerian

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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:** C#, C++, .NET, Python, JavaScript, Powershell, HTML, CSS, Markdown, XML

Soft Skills

- Strong interpersonal & collaboration skills
- Clear translation of complex technical concepts
- Process optimization & workflow efficiency
- Visual communication & structured documentation design

Experience

Aristocrat Gaming — *Senior Technical Writer*

APR 2025 - PRESENT

- **Led disaster recovery documentation efforts** by building standardized **templates, training SMEs**, and collaborating with project managers to deliver **comprehensive DR runbooks**.
- **Directed major documentation projects** to create **business playbooks** that defined new workflows, improving **cross-team alignment** and **onboarding efficiency**.
- **Redesigned internal portals** to modernize structure, enhance **usability**, and make content more **accessible and informative**.
- **Partnered on Innovation Week initiatives** to deliver **AI-driven, award-winning projects**, earning **two internal recognition awards**.

Big Fish Games — *Senior Technical Writer*

NOV 2021 - APR 2025

- **Automated SDK documentation** by designing a Doxygen-to-Docusaurus pipeline, cutting manual formatting time by **40%**.
- **Created API references and onboarding materials**, increasing developer adoption and reducing support tickets by **25%**.

- Maintained **Git-based version control** to ensure 100% accuracy with each SDK release.
- **Standardized documentation processes**, improving clarity and consistency for over 200 developers.
- Migrated documentation from **Confluence to Git**, streamlining reviews and enhancing accessibility.

Microsoft (Contract) — *Senior Technical Writer*

AUG 2020 - NOV 2021

- Developed **C# and JSON automation tools**, improving documentation workflow efficiency by **30%**.
- Authored and reviewed **API documentation**, improving developer comprehension and integration.
- Refined **ADO and Git wiki foundations**, enhancing searchability for over 500 users.

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.

Earlier Technical & Engineering Roles

JAN 2014 - SEP 2018

- **Facebook** (*Software Engineer*) - MAY 2017 - FEB 2018
- **Microsoft Minecraft** (*Tools Programmer*) - MAR 2017 - MAY 2017
- **Panther Systems, Inc.** (*Software Engineer*) - MAY 2015 - FEB 2017
- **Liquid Development** (*Technical Artist*) - NOV 2014 - MAR 2015
- **Intel** (*Software Test Engineer*) - JAN 2014 - JAN 2015

Education

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

Portland Community College - A.S in Science, JUN 2011