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 — *Senior Technical Writer*

APR 2025 - PRESENT

- **Led disaster recovery documentation efforts** by building standardized **templates**, **training SMEs**, and partnering 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**, 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**.
- **Standardized documentation processes**, improving clarity and consistency for over **200 developers**.
- Migrated documentation from **Confluence to Git**, streamlining review cycles and enhancing accessibility.

Microsoft (Contract) — *Senior Technical Writer*

AUG 2020 - NOV 2021

- **Developed C# and JSON automation tools**, improving 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**.

Amazon - AWS Lumberyard (Contract) — *Technical Writer II*

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 II*

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