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

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

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

- Developed **comprehensive SDK documentation**, including installation guides, API references, and onboarding materials.
- Designed and implemented a **Doxygen to Docusaurus automated pipeline**, reducing manual formatting time by 40%.
- Led the **content strategy for SDK documentation**, ensuring clarity, consistency, and alignment with developer needs.
- Maintained **version-controlled documentation repositories** (Git) to keep content updated with SDK releases.
- Created **detailed API references** with code samples to streamline developer integration.
- Continuously improved documentation based on **user feedback and evolving SDK features**.

Microsoft (Contract) — *Senior Technical Writer*

AUG 2020 - NOV 2021

- Developed **automation tools in C# and JSON**, reducing documentation workflow inefficiencies.
- Authored and peer-reviewed **API documentation, walkthroughs, and technical guides**.
- Improved the existing **ADO and Git-based wiki foundation** for enhanced accessibility.
- Collaborated with engineers and writers to ensure technical accuracy and usability of documentation.

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

JAN 2020 - JUN 2020

- Condensed **extensive documentation** of Lumberyard build process into a developer-friendly guide.
- Automated **manual test cases** in C++/Python, improving test efficiency.
- Developed **pytest-based reusable utilities** to optimize test case execution.

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, HTML, and CSS for enhanced usability.
- Developed **C#, C++, and Python code samples** to assist developers.

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

- Established **internal SDK documentation from the ground up** within two months using Doxygen.
- Created **calibration and setup guidelines** for external teams.
- Documented **C++ and C# APIs** for both internal teams and end users.

Microsoft (Contract) — *Technical Writer*

SEP 2018 - NOV 2018

- Wrote and updated **Azure Bot Services tutorials and documentation** using Markdown.
- Developed and updated **C# and JavaScript code samples** to align with SDK changes.
- Assisted users in resolving **technical documentation issues**.

Facebook (Contract) — *Software Engineer*

MAY 2017 - FEB 2018

- Integrated **AR assets, animations, and CG shaders** into proprietary engines.
- Streamlined **third-party engine integration** and authored workflow guides.

Microsoft Minecraft (Contract) — *Tools Programmer*

MAR 2017 - MAY 2018

- Developed **internal tools and documentation** for the art team pipeline in C# & Python.
- Improved **3D modeling and UV wrapping processes** to enhance asset quality.

Panther Systems, Inc. — *Software Engineer*

MAY 2015 - FEB 2017

- Sole sustaining engineer managing 15+ software products.
- Developed robust applications using HTML5, .NET, C#, C++, and VB6.

ADDITIONAL EXPERIENCE

Former **Tools Programmer** at VR Studios and **Software Test Engineer** at Intel.

EDUCATION

The Art Institute of Portland, B.S. in Computer Science, Sep 2015
Portland Community College, A.S in Science, Jun 2011