Written Articles:

Blog Posts:
1. Boost Accessibility and Engagement: Real-time Closed Captioning with Web Captioner*
2. Stream The World: A Guide to Start Streaming Your Game*
3. Masterful Editing and Remote Production: Unleash Adobe Premiere Pro Streams via NDI and WebRTC*
4. Interactive Live Streaming Through Virtual Cameras on Unity*
5. Powering Success: The Importance of Fan Engagement in Building a Thriving Community *(Thought Leadership)**

Documentation Pages:
1. Unity Plugins | Dolby
2. Unreal Player Plugin | Dolby
3. Inworld Vision Pro Module | Inworld AI
4. Unity Getting Started | Inworld AI
5. Goals | Inworld AI

Videos:

Tutorials Produced by Me:
1. Create A Stream In OBS With SRT Delivery | Dolby
2. Building a Low Latency Livestream with WebRTC | Dolby
3. Create a WebRTC Stream inside OBS | Dolby

Tutorials Starring Myself:
1. What is GeoBlocking and How To Build It | Dolby
2. How to Navigate the Streaming Dashboard | Dolby
3. Stream The World with NO CODE: Real-Time Streaming Plugin in Unity
4. Getting Started with Inworld AI Installation: Unreal - Episode 1
5. Getting Started with Inworld AI Installation & Credentials: Unity - Episode 1

Marketing:

Speaking At Conferences:
1. AWE US
2. GDC

Marketing Videos Produced by Me:
1. CES x RedPill VR: The Future of Music
2. CES x Studiobox: An All-In-One Film Crew

* Note: To prevent the website from removing the articles, they have been re-assigned to *Ryan Jesperson*, even though I originally wrote them.