

Andrew Mushel

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Work Experience

Unstoppable Domains, Remote

Technical Writer II, November 2022–January 2023

Technical Writer I, March–October 2022

- Wrote integration guides, technical reference pages, and other developer-facing content using a Markdown docs-as-code workflow on Github.
- Worked with an agile software development team to maintain documentation for an OAuth 2.0-based login and digital identity service.
- Wrote and revised the style guide and other internal documents for the technical writing team.
- Helped coordinate internal usability testing for developer libraries, dashboards, and documentation.
- Customized and extended the documentation platform with HTML, CSS, JavaScript, and React/MDX.

Iowa State University College of Engineering, Ames, IA (Hybrid)

Technical Writer / Training Specialist, July 2017–February 2022

- Wrote scripts based on equipment manuals, lab procedures, safety documentation, and consultation with subject matter experts.
- Performed, recorded, edited, and implemented audio narration with REAPER.
- Directed, recorded, and edited video demonstration with REAPER and Adobe Premiere.
- Developed dozens of FlippingBook SOPs, Adobe Captivate training modules.
- Managed a department library of instructional materials using a proprietary LMS.

Iowa State University College of Engineering, Ames, IA

Training and Development Intern, Summer 2015–Fall 2016

- Developed 9 multimedia lab safety training modules with Microsoft Office, Audacity, Adobe Premiere, and Adobe Captivate.

School of Education, Iowa State University, Ames, IA

Online Course Designer, Summer 2015

Engineering and LAS Online Learning, Iowa State University, Ames, IA

Quality Assurance Tester / Technical Writer / Web Designer, August 2012–May 2016

Skills

- **Software Development:** JavaScript, TypeScript, React, C/C++, Git/Github
- **Multimedia:** Audio (Recording, Editing, Design), Voice-Over, Video Editing, Music Composition,
- **Technical Communication:** Technical Writing/Editing, Web Design (HTML, CSS), Markdown

Education

BS in Technical Communication, Minor in Music Technology

Iowa State University, Ames, IA — December 2016

Other Projects

[Hard Glitch](#), HomeTeam GameDev

Programmer, May–October 2020

Developed audio asset/event systems with JavaScript and the Web Audio API.

[Loot Not Found](#), Js13kGames 2020

Solo Developer/Designer, August–September 2020

Built an HTML/JavaScript game from scratch in one month that was less than 13KB in size.

[Video Nok](#), HomeTeam GameDev

Programmer, August 2020

Wrote game systems for mouse/touch input, procedural animations, interactive UI, audio events, scoring, and turn management.

[Glacierbound](#), HomeTeam GameDev

Designer/Programmer/2D Artist, April 2020

Enemy pathfinding, vision, and AI. Interactive color-coded locked doors. Collision detection and resolution. Wall and door texture-mapping, object rendering (with animation and rotation), scrolling skybox, draw distance fog.

[Space Drifter](#)

Solo Developer/Designer, November 2019

Designed and developed a 2D arcade shooter from scratch with HTML/JavaScript. Original art and music.

[Ghost Rustlers](#), HomeTeam GameDev

Programmer, August–November 2019

Wrote a pathfinding system that generated navigation graphs from existing level data.

[G-Type](#), HomeTeam GameDev

Sound Designer / Composer / Audio Implementer, August–December 2018

Contributed sound design, music, and audio implementation an HTML side-scrolling space shooter.

[CryptoClash](#), Global Game Jam 2018

Sound Designer / Composer / Audio Implementer, January 2018

Contributed music, voice over, and audio design/implementation for a couch multiplayer game made in 48 hours.

[A Slime's Quest for Freedom](#), GMTK Jam 2017

Sound Designer / Composer, July 2017

Worked with a solo developer in Denmark to build an arcade platformer in 48 hours. Created all music and sound effects. Featured in [The Best Games from GMTK Game Jam 2017](#).