Joshua Ehlers

5555 14th Ave NW Apt 224 Seattle, WA 98107 | 949-546-5686 | joshua.ehlers@gmail.com

To the Hiring Manager:

I’m a technical writer with almost 12 years of experience in that role across multiple industries and I’m excited to talk to you about your open Technical Writer III position on Riot’s Tools Core Tech team.

I spent the last two years and change working as part of Google’s Cloud Commerce iX team and was the sole technical writer working on my product, the Cloud Channel API. As the only writer for the product, I worked with product managers, project managers, engineers, user research, and developer advocates to build and launch the product’s docs.

The position on your Tools Core Tech team is a great opportunity to come in and do the same for your artists and developers. This is the type of work I love doing as a writer. I even gave a live presentation at the 2022 STC Summit about how I approach these types of situations.

My content follows a user-first approach to solve the audience’s needs instead of focusing on the “document everything” strategy. A large part of this process is constant collaboration with product owners, engineers, and analysts. This type of collaboration should stretch beyond the usual feature work to make sure our content is always up-to-date and accurate.

Over the last twelve years I’ve joined many peer groups full of writers across multiple teams. These groups helped guide content guidelines and strategy to keep up with standards and trends in the technical communications field. I had a lot of very positive experiences doing this kind of cross-team collaboration. So much so that I’ve considered moving to content strategy full time at various points in my career. I think I’d miss the writing too much though and would much rather hold a hybrid role where I can still create content while managing and guiding others with regards to strategy and standards.

Riot sounds like a wonderful place to put all of this into action and really prove to myself and to others what I’m truly capable of, both in and out of work. All of my friends that work there have nothing but great things to say. Granted, I don’t play much League, but I did have a good run of Wild Rift shortly after it launched, and I’ve enjoyed what little of LoL I have played. More importantly, your company’s push to become more open and more inclusive is one of the big reasons I want to join. As much as I advocate as a technical writer in my professional life, I’m just as big an advocate for D&I both professionally and personally.

I can’t wait to talk more about this in an interview to show how I can help improve Riot’s documentation. Thank you for your time, and I hope to hear from you soon.

Sincerely,

Joshua Ehlers

joshua.ehlers@gmail.com