

Sarah Paetsch

Technical Writer & Front-End Developer

Let's chat!

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I have eight years of interactive writing experience in a variety of tech industry settings, ranging from client training and product help, to e-learning and game development. Let me put my wide range of content expertise to work for you.

Skills	Expertise	Education
HTML5 ●●●●●●○○○	Technical Writing	Code Fellows - Seattle, WA (2015) Certificate, Front End Development
CSS3 ●●●●●●○○○	Course Development	
Sass ●●●●○○○○○	E-learning	University of Texas at Austin - Austin, TX (2000) M.A. in English, Computers Specialization
JavaScript ●●●●●○○○○	Software Documentation	
AngularJS ●●●○○○○○○	Online Help	The Ohio State University - Columbus, OH (1998) B.A. in English / Computer Science minor
Node.js ●●○○○○○○○	Agile	
Git/GitHub ●●●●●●○○○	Scrum	

Work Experience

Technical Writer in Customer Education (2008-2009)

National Instruments - Austin, TX

- Researched and authored content for online courses, both live instructor-led and self-paced styles
- Managed the expansion of online course catalog to more than double its size
- Wrote and managed publication of customer training for NI software and hardware classes
- Tested hardware and coding exercises to verify accuracy

Technical Writer (LabWindows/CVI) (2007)

National Instruments - Austin, TX

- Authored and edited documentation for LabWindows/CVI, a C development environment
- Spearheaded a project to update and expand CVI documentation process docs
- Devised a one-button solution to prepare and easily convert thousands of CVI CHM files to HTML for ni.com

E-learning Content Developer (2006)

Enspire Learning - Austin, TX

- Wrote and designed for interactive e-learning courses, serious games, and simulations
- Motivated learners with clear and engaging writing and design, even on complex subjects
- Improved development pipeline and processes at a growing start-up

Web Projects

Virtual Tour (2015)

kmskelton.github.io

- Provides users with travel inspiration in photos and articles
- Built from concept to completion in a week by a team of three
- Implemented the Flickr and mediawiki APIs to search for photos and articles
- Created bxSlider carousel to display the photo search results
- Utilized Skeleton grid for page layout

Surplus Connection (2015)

surplusconnection.herokuapp.com

- Connects nonprofits to donors of surplus goods and shipping space
- Built from concept to completion in four days by a team of four
- Implemented the AngularJS data binding, templates, and controllers
- Defined the style and layout of the site using Sass and Neat

Flickteresting (2016)

dysfunctional-queen.surge.sh

- Web app that displays the most "interesting" Flickr photos on a given date

Work Experience

Game Writer/Designer (2005)

Junction Point Studios - Austin, TX

- Contributed to formulation of new videogame IPs
- Created rich game story arcs and characters to immerse players
- Successfully balanced narrative drama with gameplay action to create good pacing and challenge
- Managed the schedule for all writing and game fiction deliverables

Writer (2001-2005)

Ion Storm - Austin, TX

- Composed 20,000+ lines of critically acclaimed game dialogue, meeting ambitious deadlines
- Implemented conversation branching, relevant game-state tracking, and scripting
- Maintained consistency and quality of game dialogue and fiction throughout development cycle
- Managed the schedule for all writing and fiction deliverables
- Thoroughly tested and debugged state-responsive branching conversations for a multipath game

Web Projects

Neighborhood Map (2015)

www.sarahpaetsch.com/map/map.html

- Maps points of interest in Queen Anne (a Seattle neighborhood) and provides reviews
- Mashup of Google Maps and Yelp APIs

Writing Samples Available upon request:

Online Help - User Documentation

Excerpt from NI LabWindows/CVI RT Module Help

Online Help - Systems Reference

Excerpt from Tools Library Help in NI LabWindows/CVI

Technical Course Materials

Excerpt from a LabVIEW classroom course manual

Technical Course Exercises

Excerpt of the exercises from a development course lab