

WATTS MARTIN

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SUMMARY

Technical writer with over 10 years' experience creating web-based, developer-focused documentation using agile workflows. History of designing and implementing effective information architecture and leading documentation projects.

SKILLS

- *Technical Writing:* Developer Documentation, API Documentation, User Guides, Tutorials, Release Notes, Editing, Proofreading, Chicago Manual of Style
- *Tools & Technologies:* Markdown, Git/GitHub, Static Site Generators, Python, Ruby, PHP, SQL, Docker, HTML, CSS/SCSS, Jira, Confluence, JavaScript, JSON, LLMs
- *Processes:* Agile Development, User Testing, Information Architecture, QA Testing, Cross-Functional Collaboration, Docs-as-Code

EXPERIENCE

Technical Writer, Microsoft/Mojang (Insight Global contract), Remote (April 2025–June 2026)

Writing and editing articles, tutorials, and reference material for the Minecraft Creator Portal.

- Wrote documentation for major new Minecraft: Bedrock Edition features, including Vibrant Visuals and Jigsaw Structures.
- Rewrote and restructured the “Learning Journey” for new Minecraft creators.
- Refreshed documentation throughout the Creator Portal, from editing to extensive rewrites.
- Edited and rewrote AI-generated first drafts.

Break (January 2024–December 2024)

Worked on personal projects, including attending a residential creative writing workshop.

Senior Technical Writer, N. American Bixby Labs (Samsung), Remote (Mar 2018–Dec 2023)

Writing and editing developer documentation for Bixby 2.0, a version of Samsung’s voice assistant based on “Viv” (a project from the original creators of Siri).

- Documentation lead for the Bixby Studio IDE and the JavaScript and Bixby API libraries.
- Designed new information architecture for documentation site, based on user testing.
- Led documentation for an unreleased “next generation” LLM-based system.
- Created documentation-specific tools and scripts for technical writers.
- Improved CSS design of the Metalsmith-generated documentation site.

Technical Writer, Realm, San Francisco, CA (Jan 2017–Sep 2017)

First dedicated writer for Realm, a popular open-source mobile database.

- Redesigned and reorganized documentation site.
- Introduced “Tech Notes” articles section.
- Created Realm’s first style and process guide.

Technical Writer, RethinkDB, Mountain View, CA (May 2014–Sep 2016)

Managed the documentation for RethinkDB, an open source object (NoSQL) database.

- Authored new material and improved existing material. Topics included the ReQL query language, installation, administration, drivers, APIs, and application integration.
- Managed community contributions via GitHub.
- Wrote articles and release notes.

Consulting Web Development, SF Bay Area, CA (Feb 2011–May 2014)

- Sole full-stack developer for JobScout, an online literacy platform, using the LAMP stack.
- Developer for Jupiter SIS, a web-based student information system written in PHP.
- Implemented a new Python back end for RivalZone, an iOS/Android app for golfers.
- Worked on StoreVantage, an online booking/scheduling app written in PHP/Symfony.

SELECTED LINKEDIN CERTIFICATIONS

- Understanding Information Architecture (2023)
- API Documentation with JSON and XML (2022)
- Editing Mastery (2021)

SELECTED PUBLICATIONS

- “Coyote Tracks,” a tech blog featured as one of Tumblr’s best technology blogs, now self-hosted
- “Advertising on Demand,” *The Magazine* #4
- “Review: Nisus Writer Express,” *About This Particular Macintosh*
- *Kismet*, an award-winning science fiction novel (Argyll Productions, 2017)

EDUCATION

New College of Florida, Sarasota, FL

Coursework toward B.A. in Literature