QUINN COLEMAN

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I am a detail-oriented technical writer. I'm looking to apply my user-focused mindset, broad technical knowledge and passion for learning to create accurate and engaging documentation and communication strategies for technology solutions.

EDUCATION

MS in Computer Science |BS in Computer Science (GPA: 3.8/4.0)   **San Luis Obispo, CA**
California Polytechnic State University (Cal Poly)   **09/2015 - 03/2021**

Relevant Coursework	Technical Writing, Thesis Seminar, Data Science, Databases, Artificial Intelligence, User Interface Design, Software Engineering, Distributed Computing, Intro to Entrepreneurship, Public Speaking
Master's Thesis	Machine Learning Approaches to Historic Music Restoration

PROFESSIONAL EXPERIENCE

Growing Gardens   **Boulder, CO**
Marketing & Development Intern   **09/2024 - 12/2024**

- Created an interactive Python notebook and accompanying instructional guide for accessible CRM automation
- Collaborated with stakeholders to gather requirements and write marketing and communications content
- Consolidated research on event venue marketing platforms to provide insight for internal marketing strategy
- Delivered data-driven fundraising insights in clearly structured presentations in meetings with managers

NetApp   **Boulder, CO**
MTS Software Engineer 2   **11/2021 - 01/2023**

- Authored defect reporting documentation to improve cross-team communication and debugging processes
- Recorded detailed, user-friendly bug reports in Jira to assist developers throughout bug resolution
- Maintained an instructional guide on launching and troubleshooting a local testing environment
- Drafted onboarding materials in Confluence by interviewing peers and researching the product

PROJECT EXPERIENCE

California Polytechnic State University (Cal Poly)   **San Luis Obispo, CA**
Machine Learning Approaches to Historic Music Restoration   **09/2019 - 03/2021**

- Wrote technical documentation for machine learning workflows by referencing publications and projects
- Maintained clear experimental notes to track iterations of machine learning pipelines and share learnings
- Presented findings with audio and visual aides to communicate complex information to diverse audiences

Designing Gameplay for Beginner Musicians   **01/2021 - 03/2021**

- Conducted user research and translated insights into an interactive experience for teaching beginners
- Created user interface mockups in Figma and scenario documentations to support product development

NMF Implementation and Experimentation   **03/2020 - 06/2020**

- Led team of 3 in understanding and developing the Non-Negative Matrix Factorization (NMF) algorithm
- Scripted and narrated an educational video explaining the project to a non-technical audience

LEADERSHIP & OTHER WORK EXPERIENCE

Teaching Assistant *Cal Poly, San Luis Obispo, CA*   **03/2021 - 06/2021**

- Communicated complex statistical concepts clearly in grading and conducting oral exams

Field Hand *Rough & Ready Farm, Longmont, CO*   **05/2024 - 09/2024**

- Demonstrated teamwork and adaptability in a fast-paced, physically demanding environment

SKILLS

- **Writing & Documentation:** Confluence, Jira, LaTeX (Overleaf), Google Suite, Adobe Suite, Markdown, Grammarly
- **Programming & Data Analysis:** Python (Pandas, NumPy), Java, SQL, NoSQL, JavaScript, HTML/CSS, Power BI
- **Tools & Platforms:** Git, Perforce, GitHub, Jupyter Notebooks, Azure, Docker, Kubernetes
- **Communication & Project Management:** Agile, Stakeholder Interviews, Presentations, Cross-functional Collaboration