

Jason McIntosh

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Summary

- Technical writer, software engineer, and project leader based in New York.
- Professional writing experience ranges from freelance authorship of articles and books to leading teams in documenting enterprise cloud services.
- Co-founder and leader of multiple arts and civic-engagement nonprofits.

Work experience

Senior technical writer, Google

June 2021 - July 2024

- Led teams of writers to write and maintain the documentation of Google Cloud database products, including [Spanner](#) and [AlloyDB](#).
- Worked with project teams and product stakeholders to plan and prioritize documentation projects, with a focus on covering frequent launches of new features.
- Steered multiple rapid documentation-coverage projects for the launch of several products in the AlloyDB family, including AlloyDB Omni and AlloyDB AI.

President, Five Borough Fedi Project (5BFP)

February 2024 - Present

- Co-founded a charitable 501(c)(3) non-profit civic organization (<https://5bfp.org>).
- Assist in administrating and moderating Masto.NYC, a free public Mastodon server for the residents and businesses of New York City.
- Lead community outreach and fundraising efforts to support the organization's mission.

Technical writer and researcher, self-employed

October 2001 - Present

- Conceive, pitch, and write freelance articles for various technology publications; see <https://jmac.org/writing/list.html> for a full list.
- Created improvements to the Perl programming language's official documentation, including [a style guide](#), funded by grants from The Perl Foundation.
- Obtained a [grant](#) from Google to hire and manage a communications specialist to perform a content audit and gap analysis on Perl's documentation.
- Co-authored the books [Perl and XML](#) and [Mac OS X in a Nutshell](#), published by O'Reilly Media.

President, Interactive Fiction Technology Foundation (IFTF)

March 2016 - March 2023

- Co-founded a charitable 501(c)(3) non-profit digital arts organization (<https://iftechfoundation.org>).
- Oversaw IFTF's various committees and programs, and planned the organization's upcoming goals and projects.
- Led programs focused on improving accessibility and creative competition within the interactive fiction community.
- Worked with community experts, stakeholders, and consultants to grow IFTF from a small, static group to a larger, dynamically staffed organization with many programs led by a diverse, frequently rotating board of directors. Led the search for my own successor as president, and managed IFTF's first leadership transition.

Software consultant, self-employed

October 2006 - January 2021

- Provided technological consultation and leadership to a number of companies and nonprofits; notable projects included the following:
 - A reservation system, with both customer-facing and point-of-sale components, for [Bay State Cruise Company](#) in Boston.
 - A number of web-based cataloguing and search tools for the [Maine Memory Network](#), a service of the Maine Historical Society.
 - The web-based application that runs the [Interactive Fiction Competition](#), an annual festival of digital art.
- Notable side projects include BumpySkies (<https://bumpyskies.com>), which predicts and maps turbulence expected during commercial air flights.

Education

BA, English and Journalism, University of Maine

- Presidential scholar
- Maine Press Association scholar

Projects and publications

- See my homepage (<https://jmac.org>) for a list of past and current projects of public interest.
- See my online portfolio (<https://jmac.org/writing/>) for a list of major publications and contributions.

Technical skills and interests

- **Expertise:** Agile methodology, project management, docs-as-code technical writing and editing, Linux, Perl, HTML, Git, Markdown
- **Competence:** Python, JavaScript/Node.js, Kubernetes
- **Other interests:** Game studies, interactive fiction, electronic music, the open web