

Jason McIntosh

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Summary

- Technical writer and project leader based in New York
- Author or co-author of [numerous technology books, articles, and project documentation](#)
- Co-founder of [Interactive Fiction Technology Foundation](#), a digital arts nonprofit

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

Technical writer and researcher, self-employed

October 2001 - June 2021

- 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
- Wrote freelance articles for various online publications, including [Linode.com](#), [Opensource.com](#), and O'Reilly Media's websites (see <https://jmac.org/tech-writing-portfolio/> for full portfolio)
- Co-authored the books [Perl and XML](#) and [Mac OS X in a Nutshell](#), published by O'Reilly Media

President, Interactive Fiction Technology Foundation

March 2016 - March 2023

- Co-founded a charitable 501(c)(3) non-profit digital arts organization
- Oversaw IFTF's various committees and programs, and planned the organization's upcoming goals and projects
- Provided ongoing technological leadership to the organization and its various programs
- Wrote and published annual financial transparency reports
- Led a research team to measure the accessibility of interaction fiction platforms, writing [the final report of its conclusions and recommendations](#)

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

President, Volity Games

September 2005 - February 2011

- Founded and led a startup focusing on the study, critique, and improvement of online multiplayer games
- Launched Volity, an open platform for multiplayer casual games
- Launched Planbeast, a service that helped users of existing online games find players with similar interests and schedule times to play together

Senior bioinformatics programmer, Harvard Medical School

July 2002 - September 2005

- Developed a web-based application that allowed chemists and biologists to store, review, and analyze the results of high-throughput screening experiments

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 technical writing portfolio \(https://jmac.org/writing\)](#) for a list of major publications and contributions

Technical skills and interests

- **Expertise:** Linux, Apache, MySQL, Perl, HTTP, HTML, XML, macOS, Git, Markdown
- **Competence:** Python, JavaScript (including node.js), Objective C, XSLT, Oracle
- **Other interests:** Blogging, game studies, interactive fiction, the open web