

Chris Butta

Vancouver, BC | hello@chrisbutta.com | <https://chrisbutta.com> | they/them

Seasoned documentation manager with proven experience in delivering large-scale technical documentation for enterprise game engines (Unreal Engine, Unity, Frostbite). I have over 10 years of experience writing, editing, and translating technical and creative content.

PROFESSIONAL EXPERIENCE

Sr Documentation Manager

EA Frostbite (January 2025 – present)

- Directing, consolidating and expanding the existing documentation team for Frostbite (EA's proprietary game engine).
- Creating sustainable growth and increasing quality and throughput of documentation deliverables.

Sr Technical Writing Manager / prev. Lead Technical Writer

Epic Games (March 2021 – January 2025)

- Established flexible documentation processes to accommodate competing product development cycles, shifts in company priorities, and last-minute deadline changes, while keeping my multinational team of writers grounded and productive.
- Ran weekly documentation publishes using both markdown-to-HTML and proprietary JSON-based tools and pipelines.
- Actively involved in the development of a new documentation authoring and publishing suite by contributing to feature prioritization, participating in user acceptance testing (UAT), and centralizing ongoing feedback from my directs.

Sr Technical Writer

Unity Technologies (May 2019 – February 2021)

- Owned the documentation for Unity XR, Unity Mars, Android/iOS development, and several NDA platforms, establishing flexible documentation processes that worked with developer teams of various sizes and seamlessly fit in their release cadence.
- Ran the documentation publishing pipeline, using Python, TeamCity, and proprietary tools to perform regular deployments of the Unity documentation website to 8+ million monthly users.

SHIPPED TITLES

FORTNITE

Ch. 2, Season 6 to
Ch. 6, Season 1 (2021-2025)
*Lead Technical
Writer/Technical Writing
Manager, Unreal Engine*

LEAGUE OF LEGENDS

Seasons 5, 6 (2014-2016)
Localization - Romanian

HIGHLIGHTS

Authored, coordinated, and shipped documentation for [MetaHuman](#) (Epic Games GDC 2023 keynote feature).

Author of novels [Gifted](#) (2021) and [To Bloom Again](#) (2024).

Receiver of the Well Done Lads award for going above and beyond at Workday.

TECHNICAL SKILLS

Coda, Confluence, DITA, Full-Stack Web Development (NodeJS, React, MongoDB, HTML/CSS), GitHub, Go templating for Hugo, JIRA, Markdown, Mercurial, Perforce, Python, Unreal Engine, XML, YAML.

Sr Technical Writer

Workday (April 2016—April 2019)

- Helped grow the Dublin technical writing team from 4 to 13 writers by participating in candidate interviews, doing ambassadorship work outside the company, and mentoring junior and inexperienced writers.
- Authored release notes and user guides in a fast-paced environment, covering weekly patch releases and quarterly product releases for Workday's HCM suite.
- Lead a cross-functional taskforce to identify documentation user personas, which enabled HCM writers to better align content deliverables with user needs.

Linguist / Localization QA Specialist

Riot Games (third-party contractor, August 2014 – April 2016)

- Worked closely with Riot Games stakeholders to deliver quality translations for new in-game and web content, both remotely and on-site in Dublin, Ireland.
- Volunteered to improve legacy content to better resonate with League of Legends' Romanian-speaking player base by re-translating and QC-ing over 100 short stories (champion lore) and over 700 in-game XML strings in addition to my day-to-day work.

Technical Writer

Saguaro Technology (April 2014 – May 2015)

- Worked with developers and information architects to deliver comprehensive documentation for a Fortune 500 corporate client's software suite.
- As Saguaro's only on-site Japanese linguist, assisted with translating correspondence and real-time interpreting during online and face-to-face trainings and meetings.

See [LinkedIn](#) for work experience prior to 2014.

WHAT OTHERS SAY

Chris is a fantastic resource, a true team player. They are always looking for opportunities to improve processes and have the highest respect for quality.

(Andre Ohl, Director of Technology, BCA Marketplace)

See [LinkedIn](#) for more recommendations.

LANGUAGES

- English (Native)
- Romanian (Native)
- French (Professional working proficiency)
- Japanese (Limited working proficiency)

EDUCATION

Bachelor's Degree in Sociology
West University of Timisoara

Monbukagakusho MEXT
scholarship grantee, Psychology
Tokyo University of Education
and Arts (four semesters)

Associate Degree in Japanese
Language and Culture
Osaka University

ACADEMIC RESEARCH

The Effectiveness of Controlled Interventions on Employees' Burnout: A Meta-Analysis, in Journal of Occupational and Organizational Psychology (2014) with L. Maricutoiu, A. Sava

FREELANCE WORK (highlights)

[Author \(as Keira North\)](#) (2021-present)

Author of three novels:

- *Gifted* (sci-fi, 2021, Mondofy Ltd., then self-published)
- *To Bloom Again* (thriller/romance, 2024, WildBlue Press)
- *The Rivers Will Run Red* (urban fantasy, 2025, NineStar Press)

[Writing Coach](#) (2024-present)

I work with one client at a time to get their book manuscript ready for querying or publishing. Services include:

- Line and developmental edits
- Creating bespoke learning materials to upskill the writer in specific areas (dialogue, descriptions, pacing, etc.)
- Query assistance

[Narrative Designer](#) – Darkstar Games (2020-2021)

Worked on the story for one of the four main factions in Darkstar Games's upcoming MMO, [Greater Powers](#). My responsibilities included story planning and execution, from high-level outlines to quest sequences, dialogue and voiceover scripts, quest and item descriptions, flavor text, and misc. text.

[Project Manager](#) – LoyLap (2016-2017)

Oversaw and coordinated the development of a new online ordering process for custom-branded loyalty cards, working closely with designers, developers, and sales representatives to identify and meet customer needs.

VOLUNTEERING

[Mentor](#) – Limit Break (2020)

Volunteered as a mentor for two aspiring games writers through the Limit Break mentorship program for people of underrepresented genders.

[Japanese Language Consultant](#) – Otaku Entertainment (2010-2015)

Jointly managed all Japanese-language correspondence.

Interpreting (English <> Japanese) on- and off-stage for Japanese artists and other guests.

HOBBIES

In my spare time, I write books and sink thousands of hours into single-player games like Elden Ring, Skyrim and the XCOM series.