

Augustus Saalfeld

CELL +1 628-946-5123 • E-MAIL gus.saalfeld@gmail.com

SUMMARY

Freelance technical writer and software engineer. Experience in writing user manuals, technical documents, and business communications. Demonstrated experience in project management, UX testing, and developing digital learning platforms. Reputation for translating complex concepts and tasks into accessible, user-friendly content. Quick and enthusiastic learner and people person.

EDUCATION

Carnegie Mellon University • Pittsburgh, PA

GRADUATED: MAY 2022

Bachelor of Science in Information Systems, Major in Creative Writing

Selected Coursework: Technical Writing • Software Documentation • Introduction to Computer Systems • Application Design and Development • Website Design and Development • Principles of Software Construction

Skills: Technical Writing, UX Testing, Web & Software Development, Project Management, Documentation Management (Confluence), XML, French (DELF B1 Language Diploma)

WORK EXPERIENCE

Barista • La Prima Espresso Company

PITTSBURGH, PA • JANUARY 2025 – NOW

- Created and wrote a training manual on how to serve drinks and use the espresso machine.

Assistant Software Engineer • Software Engineering Institute

PITTSBURGH, PA • JUNE 2023 – FEBRUARY 2024

- Upgraded python application used by the US government to reports cyberattacks. Added new features, tested its security, deployed the app, then coordinated the cut-over with our government client.
- Rewrote team's wiki to be clear, concise, and more detailed, provided writing support to team members.

Technical Consultant • CMU Dietrich Office of Diversity, Equity, and Inclusion

PITTSBURGH, PA • SPRING 2022

- Created dashboard for DEI events that streamlines data collection, standardizes data, and uses graphs to inform decision-making.
- Optimized solutions by conducting 30+ stakeholder interviews and user-tests, as well as by creating handover documentation and a product ownership manual.

Video Game Software Engineer • Ichigoichie Games

STOCKHOLM, SWEDEN • SUMMER 2020

- Wrote summaries of platforms for wiki and presented findings to the team.
- Led project to pass QA certification for the following stores: Xbox, Steam, and Nintendo. Wrote a QA checklist, performed bug fixes, and implemented automated test server with Jenkins. We passed every certification process on our first try, finishing the project ahead of schedule.
- Added multi-platform support to the game Hexagroove by extending their original C# code.

AWARDS

SURF Creative Writing Fellowship • Carnegie Mellon University

PITTSBURGH, PA • SUMMER 2021

- Addressed the lack of computer science fiction by writing a short story which dramatizes the computer science concept of abstraction, informing readers how it shapes our world.
- Click here to see a summary of my research: <https://www.youtube.com/watch?v=hb2u9kJPV4E>