DANIEL ROBINSON

KNOWLEDGE ENGINEER | CONTENT CREATOR

CONTACT

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SKILLS

Content creation	Guides, documentation, presentations, webinars, blog posts, articles, reports, policies
AI	Agentic workflows, vibe coding, prompt engineering; well-informed on the latest AI/ML developments
Instruction	Teaching, mentoring
Data science	Importing (web scraping, APIs), cleansing, wrangling, exploration, analysis (statistics, algorithms), visualisation, reporting
Programming	Wolfram Language, Python, HTML, CSS; also some SQL, JavaScript

TOOLS

Writing	MadCap Flare, Word, Google Docs, LaTeX, Obsidian (Markdown)
AI	Claude Code, GitHub Copilot
Web	WordPress, Wix
Presenting	PowerPoint, Google Slides, Wolfram (slide show mode)
Design	Figma, Canva, SketchUp, Publisher, Swift Publisher
Agile	Jira, Notion, Trello
Programming	VS Code, IntelliJ, Wolfram (Mathematica), terminal / command line
Version control	Git, P4 (and P4V, P4 Code Review), GitKraken, GitHub, Bitbucket
CI/CD	Jenkins
Data	Excel, Google Sheets

EDUCATION

MSc Mathematics, *Distinction*

University of Surrey

BSc Hons Mathematics, *First Class*

University of Surrey

Maths, Further Maths, English Language & Literature

Ludlow College

PROFILE

Passionate about content creation, AI and UX, with nearly 10 years of technical writing experience.

EXPERIENCE

Senior Technical Writer

Perforce Software — *Apr 2026 – present*

- Write technical documentation for P4 Server (version control), P4 MCP Server (connecting AI agents to version control) and P4 One (version control for designers).
- Serve as an AI Champion for the documentation team, driving the adoption of AI tools by creating guides, sharing best practices and mentoring colleagues.
- Design and develop internal AI-powered tools that automate and streamline workflows, significantly improving efficiency and productivity – most recently, an end-to-end pipeline that automates the entire documentation process, from task assignment to content generation.

Technical Writer

Perforce Software — *Jan 2025 – Mar 2026*

- Wrote technical documentation for P4 Search (content indexing) and P4 DAM (digital asset management).
- Helped guide the design process in P4 DAM: collaborated with the Design team; wrote and edited in-product text; tested the product.
- Created several custom tools with the help of AI to increase the productivity of my team, including a CLI tool that dramatically sped up the version control process in P4.

Technical Content Writer

Viable Data — *Oct 2023 – Nov 2024*

- Worked on several projects for the Home Office and Border Force, covering UK border security, face biometrics, case management systems and more.
- Wrote and standardised a suite of internal documentation, including technical documents, how-to guides, presentations and company policies.
- Researched, wrote, edited and proofread content for external projects, including blogs, interviews, case studies and in-product text.
- Thoroughly user-tested the company's major projects, discovering several bugs and identifying key accessibility issues.

Technical Writer & Data Analyst

Wolfram Research — *Apr 2023 – Sep 2023*

- Conducted an in-depth analysis of historical leads data (accessed via an API) and used it to assess new leads.
- Wrote and presented a "live coding" webinar, integrating LLMs into a workflow.
- Wrote and designed numerous marketing materials (web pages, social media).

Online Instructor

Wolfram Research — *Jan 2021 – Apr 2023*

- Presented 50 online programming tutorials in 2022.
- Designed and presented a 5-part course on the proper construction of robust Wolfram Language functions.
- Mentored six students over an intensive 3-week programming course on a solo trip abroad.

Technical Writer

Computer-Based Maths (CBM) — *Jan 2017 – Apr 2023*

- Substantially contributed to the text, code and design of the CBM corpus (online mathematical materials aimed at students aged 11–21).
- Created a dashboard to automate the building process and cloud deployment of CBM materials.
- Wrote and presented a 5-week university-level Computational Thinking course.
- Planned a 5-week project-based course for a private academy.
- Designed and developed the codebase for building online CBM assessments.
- Created desktop- and cloud-based Computational Thinking materials.
- Maintained codebases; tested and fixed bugs in code.
- Assisted in the making of a best-selling educational book written by the CEO.

HOBBIES & INTERESTS

I have been an avid hockey player for over 20 years and a casual badminton player for nearly half that. In my spare time, I like to keep fit (running, cycling), learn Spanish and do coding projects. To relax, I enjoy going for walks, playing the piano and listening to audio books.