Brenton Walker

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Experience

Instructional Design Lead
Allen Communication
January 2016—Present

I joined Allen Communication because the company was looking for someone with a multidisciplinary background in agile environments that could create a wide variety of products from web apps, to native apps, to VR/AR implementations. As Design Lead I wear many hats, including: owning the product, designing and producing products from inception to shipping, being the main design point of contact for external and internal stake holders, managing programming, art, and writing budgets, and facilitating design workshops with clients.

- Produced custom training and instructional content for Fortune 500 and corporate clients, including: HP, Morgan Stanley, Harley-Davidson, McKinsey & Co, OC Tanner, Deloitte, Toray America

- Designed apps, games, websites, and AR/VR experiences.
- Collaborated with stake holders subject matter experts to translate knowledge and experience into content
- Storyboarded and edited video and motion graphics, often managing translation services

Lead Producer
Retro Yeti Games
January 2014—January 2016

Myself and over a dozen artists, programmers, and sound designers met while in graduate school at the University of Utah and formed an LLC to create and distribute games. As the Lead Producer, I lead the team in all facets of production including user stories, deadlines, and marketing. The effort culminated in over 250,000 downloads on the Steam platform, our result was critically acclaimed by reviewers with 85% positive reviews spanning nearly 1,200 reviews.

- Lead all facets of production team of 12 over 1.5 years
- Scoped project and managed features and bug database including greenlight campaign
- Created all cut scenes, launch and marketing trailers, VFX, and motion capture
- Designed core elements and features of the platform.

- 250,000 downloads; 1,200 reviews (85% positive).

Producer
Therapeutic Games and Apps Lab (University of Utah)
May 2014—May 2015

I joined the research arm of Eccles Health Sciences Library, the Center for Medical Innovation, and specifically the Therapeutic Games and Apps Lab to create apps, games, and digital research products for various 'clients' associated with the University. During my time as a researcher I was chosen to be a producer on two grant-funded projects for the Natural History Museum. The first being a museum installation, and the second being a supplement to the Science curriculum taught in classrooms of 4th to 8th graders. I lead a team of programmers and artists through agile production cycles, and shipment/installation of products, reporting directly to the lab's founder and executive producer.

- Produced 3 separate educational games for Natural History Museum of Utah, one of which resulted in changes to the entire science curriculum for middle schoolers in the state of Utah.
- Estimated reach of 80,000 visitors annually for 2 of the 3 projects
- Designed, prototyped, and ran public playtests for each game

Engineering Quality Assurance
MyRooms.com
August 2013—January 2014

I was recruited to be the first QA hire of a social media startup which specialized in 3d environments, and gamified elements. I helped hire the remaining QA team and set up initial practices and systems for the company, promoting development builds to live production environments, and generally insuring stable workflows working with teams of artists, programmers, while also acting as owner and curator of the bug database, and ensuring parity in building the product and feature backlog.

- First QA hire for the company. Assigned to the Unity engine team. Wrote tests for product
- Assisted in selecting QA team members, and subsequently training them
- Maintained bug database, and promoted development builds to live website

Embedded Quality Assurance
Electronic Arts Salt Lake
March 2011 – February 2012

I joined EA Salt Lake to work on the Sims franchise, knowing it was the highest selling PC game franchise of all time which would present a great and interesting challenge. I worked with a feature team on systems across various products at different stages in their lifecycle. As a member of the programming team I was the main liaison between the QA and programming teams and ensured communication between the two was crystal clear. I reported to the

design director on overall status and consistency of the project, and reviewed nearly every feature committed to the master branch of the build. I also aided the QA team in building compliance checklists for Microsoft, Sony, and Nintendo certifications.

- Created and designed testing and compliance checks
- Principal liaison between QA and engineering teams
- Responsible for verifying all features locally before commit to main build
- Declared stable builds with daily smoketests

IT Consultant / IT Project Manager
HEB Business Solutions
January 2008 – March 2011

As sole IT employee of company of 60+ CPAs in two offices, I was responsible for all facets of IT infrastructure in day-to-day operation, and also headed up the purchase of a new office space and migration of all equipment as well as implementing a VOIP system. I also created a very profitable digital retirement product supplement and for clients.

- Oversaw system-wide concerns for entire company, dealing with both employees and clients
- Planned and presented technical company-wide trainings dealing with complex software
- Administrator of a dozen mission critical servers in multiple physical locations
- Primary consultant for company's digital roadmap and online presence of the firm
- Lead large scale IT projects, some over 1+ year, including complete merger with a new firm
- Created, organized, and distributed very profitable digital retirement plan supplement for hundreds of clients

Education

Master of Entertainment Arts and Engineering | MEAE | University of Utah | 2015

- 3.86 GPA; #1 interdisciplinary graduate engineering/art program of its kind (Princeton Review 2015)
- Thesis project selected to represent University at Intel University Games Showcase (GDC 2015)
- Won $13,000 grant for thesis project from Epic Games
- Grant funded research assistant for Natural History Museum of Utah

Bachelor of International Trade and Commerce | BA | University of Utah | 2011

Spanish (minor)