# Brenton Walker

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### Projects

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<u>404sight</u> | Lead Producer | Unreal 4 | April 2015 (Steam) Lead team of 12 over 1.5 years - Greenlit on Steam in 6 days. Scoped project and managed features and bug database. Created core design, VFX, and motion capture. 150,000 downloads, 85% positive over 900 reviews.

Research Quest: Dino Lab | Producer | Unity 5 | May 2015 1 year joint research project funded by Natural History Museum. Designed, prototyped, and oversaw playtests for teachers and students Created a dozen distinct prototypes before final iteration. Directed and managed design and features.

What Scientist Am I? | Producer | Unity 4.5 | Dec 2014 Created core design and features for game.

Managed team of 6, and permanent installation of app in museum. Designed and shipped in 5 months.

Sims 3 (various) | Embedded Engineering QA | 2011-2012 Selected as first embedded QA in the studio. Main liaison between QA and Engineering teams. Created daily smoketests and declared stable alpha, beta, final builds. First eyes on engineer local builds before commits. Created compliance checks certification (EA, ESRB, Nintendo).

## Experience

Lead Producer | Retro Yeti Games

Jan 2014 - Current

**Producer** | Therapeutic Games and Apps Lab- University Of Utah May 2014 - Jun 2015

Unity Engineering QA | Myrooms.com

Aug 2013 - Jan 2014

**Embedded Engineering QA** | Electronic Arts- Salt Lake *Mar 2011 - Feb 2012* 

IT/IS Project Manager | <u>Huber, Erickson & Bowman</u> Jan 2008 - Mar 2011

#### </> Skills

Project management Organizational behavior Prioritizing & scoping Scrum / Agile processes

- Jira
- Hansoft
- Devtrack

QA processes / methods

UX

C#

Python

Spanish- fluent

#### Software

Adobe Creative Suite Linux (Ubuntu) Unreal 4 Unity 4/5 SVN Git Maya Xsens MVN Motion

Wordpress

Ghost

#### **Education**

O Master of

Entertainment Arts and Engineering- Production *University of Utah- 2015* 

O Bachelor of

International Studies (Trade & Commerce) *University of Utah- 2011*