

# Brenton Walker

[brentonwalker@gmail.com](mailto:brentonwalker@gmail.com)

## Technology Leader

801-999-8279

## Skills/Key Capabilities

**Leadership:** Dynamic leader of cross-discipline teams of 10+ with over 5 years experience in tech and education. Have hired, and directed multiple cross-disciplinary teams, setting OKRs, vision, defining operations, and driving execution. Fluent in Spanish.

**Product Execution:** Builder of apps, experiences, games, and products with cross-disciplinary engineering and design teams. Testing, QA, and user research leader.

**Data Architecture:** Data analysis and capable of providing data, analyzing trends, architecting data structures, and distilling insights for senior and executive leadership. 3+ years Salesforce data structure design and development ownership. High tech IQ and literacy

## Experience

**Manager, Author Success** | Pluralsight  
*Tech Skills Education Platform*

03/2018–Present

- Managed hiring and all operational aspects of the Author Success Manager content acquisition team. Leading a team of 11+, designing career ladder, directing the role.
- Drove execution of cost savings of \$5 million by optimizing royalty paid rate to authors, while growing Author NPS to new high of 61, a 20 point increase in 2.5 years.
- Created processes for content contracting volume records in 6 content types each year from 2018–2020, including instances of 50+% volume YoY.
- Architected Salesforce data structure and design as primary owner of content acquisition salesforce instance, collaborating closely with Salesforce dev team.
- Reinvented content contracting and deadline motion. Operational execution of reduction in contracting time by 30% and time-to-publish to 75 days.
- Responsible for review/approval of over 3,500 content contracts annually. Partnered with the legal team to maintain contracts and create new boilerplate templates.
- Revamped author compensation payment flow, increasing speed to payment by 25% and quality of documentation for auditing and internal financial transparency.
- Implemented first ever processes around content freshness and update motion. Responsible for execution of replacement for over 2,000 courses.
- Developed processes with product and strategy teams to structure thousands of pieces of content through internal tooling and data systems.
- Resolved sensitive author and content situations at executive level, including communication efforts with PR and Comms teams.

**Editor, Creative, Design, and Engineering | Pluralsight**

01/2017–03/2018

- Managed 50+ courses, their deadlines, and deliverables simultaneously
- Onboarded and cultivated relationships as point of contact to content creators.
- Commissioned new content, managed legal contracts, and determined course compensation and royalties for each author and course. Collaborated on content acquisition decisions in conjunction with curriculum leaders.
- Organized feedback, publishing, and all course content over extended periods of development, collaborating on instructional content and quality.

**Design Producer Lead | Allen Communication**

01/2016–01/2017

*Custom Enterprise Training Firm*

- Produced custom training and instructional content for Fortune 500 and corporate clients, including: HP, HPE, Morgan Stanley, Harley-Davidson, McKinsey & Co, OC Tanner, Deloitte, and Toray America (Boeing).
- Product owner of more than a dozen apps, games, websites, and experiences on cross functional teams composed of engineers, designers, and copywriters.
- Directed content team of 10+ over multiple projects, winning 2x Horizon Awards.
- Conducted interviews with subject matter experts and design discovery workshops with clients to translate knowledge and experience into deliverables.
- Storyboarded and edited video and motion graphics, managing translation services.
- Iterated on all facets of design through customer workshops, preference testing, user feedback and analysis.

**Lead Producer and Co-founder | Retro Yeti Games**

01/2014–

01/2016

*Independent Game Development Studio*

- Led all production on a multidisciplinary team of 12: designers, engineers, artists.
- Scoped project, managed all features, declared releases, designed user testing, designed and performed data.
- Produced organic 500,000 install base (\$0 budget); “very positive” users score over 1,500 reviews (84% positive).
- Organized and ran distributed testing, managed backlog and owned prioritization of feature development with engineering team.

**Producer | Therapeutic Games and Apps Lab**

05/2014–05/2015

*R&D Lab at the University of Utah*

- Created 3 separate, grant-funded educational experiences for the State of Utah, leading a cross-functional team of designers and engineers across all facets of development, as well as ownership of research and user testing.

- Published apps with over 100,000 annual visitors, and deployed work in science curriculum for all junior high students in the state of Utah.
- Responsible for communication with all stakeholders, including grant executives.

**Engineering QA | MyRooms.com**  
*Social Media Startup*

08/2013–03/2014

- Pioneered and hired the first QA engineering team with founders as the first QA hire.
- Maintained bug database, delivering analysis and insights to product and engineering.
- Promoted development builds to live/production in conjunction with engineering team.

**Embedded Engineering QA | Electronic Arts**  
*Game Developer*

03/2011–02/2012

- Principal liaison between QA and engineering teams, communicated risks, defined test patterns, and created customized targeted testing for the Development Director.
- Created and designed testing/compliance checks for internal and external stakeholders, including Nintendo, Microsoft, and Sony.
- Responsible for verifying all features for daily production build. Implemented feedback with engineering, declaring stable daily builds team with reporting.

**IT Consultant | HEB Business Solutions**  
*Financial Consulting Firm*

01/2008–03/2011

- Orchestrated all facets of IT for a multi-location financial firm of 50+ employees.
- Oversaw consolidation of IT systems after acquisition of outside firm as well as designed and managed network and hardware installation for move into new office.
- Owned budget for contractors and managed all communications and expectations.

## Education

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

- Developed grant proposals for tenured faculty, winning \$1.5 million in funding for research. Awarded a \$13,000 grant for thesis.
- #1 cross-functional engineering graduate program (Princeton Review 2015); 3.86 GPA.

**Bachelor of International Studies | BA | University of Utah**

- Economics, international business, and analytics. Spanish minor.