Brenton Walker

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Projects

404sight | Lead Producer | April 2015 (Steam)
Project manager and team lead of multidisciplinary team of 12 (1.5 years)
Scoped project, features, timeline and bug database.
Created core design, ran playtests, and a/b testing.
150,000 downloads, 85% positive over 900 reviews.

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

What Scientist Am I? | Producer | Dec 2014
Created core design and features for educational games.
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).

Skills

Project management
Prioritizing & scoping
Scrum / Agile processes
QA processes / methods
Instructional Design
User Experience Design
Technical training
Adobe Creative Suite
Spanish- fluent
C# / Python

Education

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

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

Experience

Lead Producer | Retro Yeti Games
Jan 2014 - Oct 2015

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

Unity Engineering QA | Myrooms.com
Aug 2013 - Jan 2014

International VMI DBA | Industrial Supply
Oct 2012 - Aug 2013

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

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