

# Brenton Walker

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## 🎮 Published Games & Projects

- [404sight](#) | **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 all cut scenes, VFX, and motion capture.  
80,000 downloads week 1, 85% positive over 600 reviews.
- [Research Quest: Dino Lab](#) | **Producer** | Unity 5 | May 2015  
1 year project funded by Natural History Museum.  
Designed, prototyped, and ran playtests for teachers and students while iterating on a joint design with the museum.  
Nearly a dozen distinct prototypes in research 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 museum installation of app.  
Designed and shipped game in 4 months.
- [Sims 3 Showtime](#) | **Embedded Engineering QA** | Mar 2012  
Selected as first embedded QA in the studio.  
Main liaison between QA and Engineering teams.  
Created smoketests, alpha, beta, final checklists.  
First eyes on engineer local builds before commits.
- [Sims 3 Pets 3DS](#) | **Embedded Engineering QA** | Oct 2011  
Created compliance checks certification (EA, ESRB, Nintendo).  
Declared stable builds, as well as alpha, beta, and final.  
Worked with public playtesting.

## 🏢 Developer Experience

- **Lead Producer** | [Retro Yeti Games](#)  
*Jan 2014 - Current*
- **Producer** | [Therapeutic Games and Apps Lab- University Of Utah](#)  
*May 2014 - Current*
- **Unity Engineering QA** | Myrooms.com  
*Aug 2013 - Jan 2014*
- **Embedded Engineering QA** | [Electronic Arts- Salt Lake](#)  
*Mar 2011 - Feb 2012*

## </> Skills

Project management  
Prioritizing & scoping  
Scrum / Agile processes

- Jira
- Hansoft
- Devtrack

QA processes / methods  
Team communication  
Digital design  
UX  
Design documentation  
C#

## 💻 Software

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

## 🎓 Education

- **Master's (MEAE)**  
Entertainment Arts and Engineering- Production  
*University of Utah- 2015*
- **Bachelor's (BA)**  
International Trade and Commerce  
*University of Utah- 2011*