

# Brenton Walker

[brentonwalker@gmail.com](mailto:brentonwalker@gmail.com)  
[linkedin.com/in/brentonwalker](https://www.linkedin.com/in/brentonwalker)

801-999-8279

## Skills/Key Capabilities

- Dynamic, servant leadership
- Strategy & vision creation
- Product research and execution
- Data architecture & analysis
- Value chain optimization
- Legal contract management
- Salesforce administration
- Community management / building

## Experience

### **Manager, Content Acquisition | Pluralsight** 03/2018–Present

Led 10+ employees responsible for content creator network and content acquisition. Team was responsible for a community of over 1,500 developers, authors, and content creators. Directed hiring, operations, acquisition, and contracting for over \$5 million in payments for 2,000+ opportunities annually across every content format. Achieved 60+ creator NPS consistently, raising 20+ points in under 2 years, reduced content time to market by over 35% and achieving \$5 million in royalty savings.

### **Project Manager, Creative, Design & Engineering | Pluralsight** 01/2017–03/2018

Developed 50+ video courses simultaneously with content creators, managing relationships, contracts, pricing, deadlines, scoping, and deliverables.

### **Design Producer Lead | Allen Communication** 01/2016–01/2017

Created SaaS solutions for fortune 500 and enterprise clients as product owner, leading teams of 10+ engineers, artists, and content creators in delivering highly interactive, bespoke learning experiences. Synthesized subject matter expert feedback and scoped projects with clients.

### **Lead Producer and Co-founder | Retro Yeti Games** 01/2014–01/2016

Managed production on a multidisciplinary team of 12, including designers, engineers, artists on the game '404sight'. Generated 500,000+ downloads and 84% positive (1,500+) reviews.

### **Producer | Therapeutic Games and Apps Lab** 05/2014–05/2015

Produced multiple interactive apps and digital experiences, managing relationship stakeholders, exceeding \$1.3 million in funding, leading multiple teams of engineers and artists in production.

### **Engineering QA | MyRooms.com** 08/2013–03/2014

Pioneered QA processes and standards, building and hiring team as first engineering QA hire in a fast-moving startup environment.

## Education

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

Bachelor of International Studies | BA | University of Utah