Brenton Walker

brentonwalker@gmail.com

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
- Salseforce administration
- Community management / building

Experience

Manager, Content Acquisition | Pluralsight   03/2018–Present

Led 10+ employees and business unit responsible for content creator network and content acquisition. Team was responsible for a community of over 1,500 developers, authors, and content creators. Directed operations, acquisition, and contracting for over $5 million in direct payments and $45 million in royalties annually across every learning format. Achieved 60+ creator NPS consistently, raising over 20 points in under 2 years, reducing content time to market by over 30% and achieving $5 million in royalty savings.

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

Developed 50+ pluralsight 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 and leading teams of 10+ engineers, artists, and content creators in delivering highly interactive learning experiences. Interviewed subject matter experts 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