Brenton Walker

Salt Lake City, Utah

(801) 999-8279

brentonwalker@gmail.com

http://brentonwalker.com

Instructional Design Lead | Allen Communication   *January 2016—Present*

- Produced custom training and instructional content for Fortune 500 and corporate clients, including: HP, Morgan Stanley, Harley-Davidson, McKinsey & Co, OC Tanner, Deloitte, Toray America

- Designed apps, games, websites, and experiences by coordinating with programmers and artists
- Collaborated with subject matter experts to translate knowledge and experience into content
- Storyboarded and edited video and motion graphics, often managing translation services

Lead Producer | Retro Yeti Games   *January 2014—January 2016*

- Lead all facets of production team of 12 over 1.5 years
- Scoped project and managed features and bug database including greenlight campaign (steam platform)
- Created all cut scenes, launch and marketing trailers, VFX, and motion capture
- 200,000 downloads; over 1,100 reviews (85% positive)

Producer | Therapeutic Games and Apps Lab (University of Utah)   *May 2014—May 2015*

- Produced 3 separate educational games for Natural History Museum of Utah
- Estimated reach of 80,000 visitors annually for 2 of the 3 projects
- Designed, prototyped, and ran public playtests for each game

Engineering Quality Assurance | MyRooms.com   *August 2013—January 2014*

- First QA hire for the company. Assigned to the Unity engine team. Wrote tests for product
- Assisted in selecting QA team members, and subsequently training them
- Maintained bug database, and promoted development builds to live website

Embedded Quality Assurance | Electronic Arts Salt Lake   *March 2011—February 2012*

- Created and designed testing and compliance checks
- Principal liaison between QA and engineering teams
- Responsible for verifying all features locally before commit to main build
- Declared stable builds with daily smoketests

Education

Master of Entertainment Arts and Engineering | MEAE | University of Utah | 2015

- 3.86 GPA; #1 interdisciplinary graduate engineering/art program (Princeton Review 2015)
- Thesis project selected to represent University at Intel University Games Showcase (GDC 2015)
- Won $13,000 grant for thesis project from Epic Games
- Grant funded research assistant for Natural History Museum of Utah

Bachelor of International Trade and Commerce | BA | University of Utah | 2011

Spanish (minor)