

Brenton Walker

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Experience

Editor – Creative Design & Engineering | Pluralsight

January 2017 – Present

- Served as project manager for over 75 Pluralsight courses.
- Onboarded and maintained relationships as main point of contact to course authors, facilitating over 50 authors and their courses simultaneously.
- Commissioned new courses, managed legal contracts, and determined course compensation and royalties for each game development, author and course.
- Tracked deliverables, feedback, publishing, and all course content over extended periods of development, collaborating on instructional content.
- Focused on experts and courses in VR/AR and game development.

Instructional Design Lead | Allen Communication

January 2016 – January 2017

- Produced custom training and instructional content for Fortune 500 and corporate clients, including: HP, HPE, Morgan Stanley, Harley-Davidson, McKinsey & Co, OC Tanner, Deloitte, and Toray America.
- Designed apps, games, websites, and experiences with team of engineers and artists.
- Led content creation team of 10+.
- Interviewed subject matter experts to translate knowledge and experience into content.
- Storyboarded and edited video and motion graphics, managing translation services.
- Iterated on all facets of design through customer preference testing using user feedback from customer product testing sessions on a continual basis.

Lead Producer | Retro Yeti Games

January 2014 – January 2016

- Led all facets of production on a multidisciplinary team of 12 (artists, engineers, designers).
- Scoped project, managed features, releases, user testing, and led triage with team leaders.
- Created all cut scenes, launch and marketing trailers, VFX, and motion capture.
- Organic 275,000 downloads; “very positive” users score over 1,300 reviews (84% positive).
- Organized bi-weekly distributed playtests, led triage meetings, and groomed feedback data.

