

Brenton Walker

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Skills/Key Capabilities

- Cross-functional leadership
- Strategy & vision creation
- Product and content execution
- Data architecture & analysis
- Value chain optimization
- L&D program management
- Legal contract curation
- Salesforce administration
- Strategic partnerships
- Scale communities

Experience

Pluralsight | Online technology skills development and education

Director, Content - Data, Design, Management 12/2020–Present

- Lead team of technical recruiters, project coordinators, and operations specialists, overseeing all author acquisition and contracting of content across video, assessment, hands-on (interactive labs), workshops, and consulting modalities.
- Own pipeline between curriculum strategy and content, working in lockstep on execution.
- Integrate deeply with product/engineering/content systems.
- Synchronize operations across adjacent content areas on workstreams and value chain.
- Define business KPIs, and OKRs. Outline team success criteria.
- Collaborate cross-functionally with internal data and product teams on data architecture.

Manager, Content Acquisition 03/2018–12/2020

- Led team of 10+ responsible for content acquisition and author network of 2,000+
- Team was responsible for a community of over 1,500 developers and authors.
- 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 \$5 million in royalty savings.

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

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

Allen Communication | Bespoke Fortune 500 Training Solutions

Design Producer Lead 01/2016–01/2017

- Created SaaS solutions for Fortune 500 and enterprise clients
- As product owner, lead teams of 10+ engineers, artists, and content creators in delivering highly interactive, bespoke learning experiences.
- Managed SMEs, synthesized research, and scoped projects with clients.

Retro Yeti Games | Independent Game Development Studio

Lead Producer and Co-founder 01/2014–01/2016

- Managed production on a multidisciplinary team of 12, including designers, engineers, artists on the game '404sight'. Generated 300,000+ downloads and 84% positive (1,500+) reviews.

Therapeutic Games and Apps Lab | Educational Interactive Experiences Lab

Producer 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.

Myrooms.com | Online social startup

Unity Engineering QA 08/2013–02/2014

- Pioneered QA processes and standards, building and hiring team as first QA hire.

Industrial Supply | Contractor Supplier

Database Administrator 10/2012–08/2013

- Managed databases and inventory of 30+ remote customer sites

Electronic Arts (EA) | Video Game Studio

Embedded Engineering QA 03/2011–02/2012

- Principal liaison between QA and engineering teams. Communicated risks, defined test patterns, and provided leadership with insights and recommendations during

HEB Business Solutions | Tax and Financial Consulting

IT Manager 01/2008–03/2011

- Sole IT employee of company of 60+ professional accountants, in multiple locations
- Oversaw system-wide concerns for entire company, dealing with both employees and clients

Education

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

Bachelor of International Studies | BA | University of Utah