
BROOK WARNER

MANAGER OF PROJECTS, PRODUCTION, AND TEAMS



ABOUT ME

I'm a leader and a strategist who is passionate about using technology and creativity to make positive change in the world. I enjoy creating an environment via team culture and efficient systems that allows people to perform at their best.

A quick learner, I thrive in positions where the path is unknown but there is a dedicated team who are determined to get there.

EDUCATION

Certified ScrumMaster

Equinox IT
2017

M.Sc Medical Science

First Class Honours
University of Auckland
2007 - 2008

B.Sc Biomedical Science

University of Auckland
2004 - 2006

CONTACT

5/19 Oates Road, Glen Eden
Auckland

t. +6421 254 9296

e. brookwarner@gmail.com

w. www.brookwarner.com

facebook.com/brookwarner

twitter.com/brookwarner

linkedin.com/brookwarner

SKILLS

Strategic Analysis

Agile Project Management

Game Production

Team Leadership

Graphic Design

HTML / CSS / PHP / JS

Creative Ideation

EXPERIENCE

Co-founder, Executive Producer

2012 - Present

Scarlet City Studios

I co-founded Scarlet City Studios to leverage a gap in the computer games market - creating high quality games for the religious sector. I held a diverse leadership role with particular foci on project/production management, and team/studio management. A significant portion of my time was also dedicated to strategic direction. I was directly involved in 3 large games: [The Aetherlight](#) - a children's MMO, available on iOS, Android, and desktop - and 2 augmented reality games (played on-site) for the [Museum of the Bible](#) in Washington, D.C.

As a producer, I was responsible for designing project plans, setting & managing team schedules, and managing production budgets in excess of \$5m. I was responsible for reporting, forecasting, and working with stakeholders to ensure delivery on time, on budget, & on vision. I worked closely with designers and discipline leads to manage the development of each game through its lifecycle, ensuring resources were being used efficiently and risks minimised and mitigated. I also strove to ensure I understood the work required and learnt to understand the particular nuances and challenges with each of the varied disciplines within game development.

During my time at SCS I learned the value of a good culture for creating a productive team and developed a passion for helping my team flourish. SCS grew to employ 35 people, which presented many challenges as we grew but also many great moments. My role as a founder and team manager helped me to develop great skills in hiring, mentoring, and people management.

Project / Change Manager

2010 - 2012

Legacy Projects

Legacy Projects focused on providing project/change management services predominantly for the non-profit sector. My role was focused on designing and creating efficient systems for our clients to use, as well as being involved with the strategic ideation during the initial stages of each project.

Web Developer brookwarner.com

2014 >

In my spare time I run a small web development business creating brochure websites for clients.

RECOMMENDATIONS

In the 3 years I've worked with him I've seen Brook respond to multiple times of significant testing with a strong determination to not only keep the company on track but also maintain its ambitious momentum.

- Stephen Karpinskyj,
Lead Developer Scarlet City Studios

Brook is both a visionary and a pragmatist, a vital combination for any leader. He balances the creative and practical demands of game development with aplomb, and his readiness to learn and grow is nothing short of inspirational.

- Edwin McRae,
Narrative Consultant