

Brian Young

INTERACTIVE PRODUCER



Contact

45 Columbia St, 502
New York, NY 12207
415-572-3136
brian.c.young@gmail.com

Skills

Project management
Team leadership
Agile development
Waterfall development
Business analysis
Requirements analysis
Use case development
Project documentation
Process improvement
Tool development
Live ops

Languages

Spanish—Fluent
French—Intermediate

Special Sauce

- Established and ran a 501-c-3 dev org in northern Mexico from 90-94
- Musician and sound designer with credits in multiple games

Summary

- Managed and launched over 30 games on mobile and PC
- Successfully used both Agile and waterfall techniques
- Experienced with determining outsourcing needs and managing teams
- Have created and negotiated dozens of contracts and statements of work
- Successfully grew userbases for Warner Bros Arcade, World Series of Poker for Glu, & Home Run Derby Mobile for MLB

Experience

Rocket Science Group – Production Manager – 8/2025 - present

- Manage projects for co-development studio
- Manage internal team of producers

Major League Baseball - Producer - 11/2021 – 8/2025

- Manage live ops for MLB games on iOS and Android
- Grew DAU and MAU for Home Run Derby Mobile from 15K DAU to 32K

Educational Testing Service - Technical Lead - 2/2010 – 1/2019

- Developed an initiative to create interactive assessments for the US Department of Education
- Launched over 50 serious games in 11 subjects
- Managed the development of online approval tools

Glu Mobile - Senior Producer – 3/2003 – 5/2007

- Managed development for 5 mobile games
- Launched the first mobile game for World Series of Poker

Warner Bros. - Project Manager - 2/2003 – 3/2004

- Managed online and mobile game development
- Created content for Warner Bros. Online Arcade

Vivendi-Universal – Producer - 3/1997 – 2/2003

- Managed and launched 5 games for Jurassic Park, American Idol, and Bear in the Big Blue House

Portfolio: <https://briancyoung2.wixsite.com/bcy2>