BRYAN LANGFORD

EXECUTIVE OPERATIONS | ORGANIZATIONAL SCALE | FINANCIAL STEWARDSHIP | AI-ENABLED WORKFLOWS

Southern California · bryan.langford@gmail.com · linkedin.com/in/bryan-langford

SELECTED EXECUTIVE ACHIEVEMENTS

- Directed multiyear financial planning and expenditure analysis for a studio reaching a $4 million monthly burn rate, including $2.9 million in personnel costs; led workforce forecasting, vendor evaluations, and competitive bidding, presenting procurement recommendations for final CEO approval.
- Scaled a startup to 220+ employees over seven years, building leadership structures, operating rhythms, workforce planning, and cross-functional accountability.
- Built operating infrastructure for a $110 million game development project, partnering directly with the founder and CEO on organizational strategy, execution, and risk management.
- Led procurement analysis and competitive vendor evaluations across outsourcing, licensing, cloud infrastructure, DevOps, and security; prepared expenditure recommendations for final CEO approval.
- Built and led director-level management teams spanning engineering, production, QA, technology, HR, finance, legal, recruiting, and external partners.
- Implemented AI-assisted operational workflows for triage, tracking, software prototyping, and reporting, incorporating structured inputs and output verification.

PROFESSIONAL EXPERIENCE

Intrepid Studios 2019 – 2026

Executive Producer & Chief of Staff (Operations)

Executive partner to the founder and CEO, responsible for operational planning, organizational design, financial analysis, and cross-functional execution for a growing technology and game development studio.

- Established planning cadences, executive reviews, decision frameworks, and departmental accountability across a complex, multidisciplinary organization.
- Built financial and workforce planning models, prepared board and executive materials, and evaluated staffing and infrastructure scenarios to support leadership decisions.
- Directed operational coordination across engineering, design, production, QA, community, IT, HR, finance, legal, recruiting, DevOps, and platform engineering.
- Developed directors and leadership structures; supported employee career pathways, succession planning, and organizational growth.
- Evaluated third-party development proposals and vendor relationships, aligning delivery dependencies, cost, and operational priorities.
- Led remote-work and business-continuity planning during COVID-19, coordinating workplace safety and return-to-office readiness.

NCSOFT / NC Interactive 2015 – 2019

Lead Producer & Product Owner

- Led product ownership and cross-functional publishing operations for Blade & Soul, Master X Master, and Lineage Eternal.
- Owned P&L planning, budgets, and revenue projections for Blade & Soul; managed launch milestones and test/live-environment readiness for Master X Master.
- Coordinated 500-employee internal alpha testing and test-environment reliability with network operations.

Blizzard Entertainment 2004 – 2015

Senior Producer; Cinematics Department Manager; Global E-Commerce Manager

- Managed a 35-person cinematics team of artists and programmers, directing schedules, priorities, and tools/bug backlogs.
- Led global e-commerce logistics, fulfillment, and marketing operations; developed licensing, royalty-analysis, and product-approval workflows.

APPLIED AI & TECHNICAL OPERATIONS

- Built scheduled agent-driven workflows using AI tools, Bash, PowerShell, Markdown specifications, and structured JSON/CSV data; used validation steps before relying on automated outputs.

- Hands-on with Claude, ChatGPT, Cursor, Copilot, and Godot for workflow design, operational reporting, and software prototyping.

PRODUCTION METHODS AND TOOLS

Production: Agile/Scrum alignment, milestone planning, sprint/iteration planning, roadmapping, dependency management, risk management, capacity planning, release planning, production health reporting.

Tools: Jira, Confluence, Miro, Google Suite, Microsoft Suite.

Established a shared production methodology across the studio by having the entire production team professionally certified in Scrum, strengthening planning discipline, production consistency, and a common language for execution.

EDUCATION

California State University, Fullerton · B.A.