

Ben Brodsky

SR. GROUP MANAGER, ENGINEERING PROGRAM MANAGEMENT

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PROFILE

I lead the program managers behind Adobe's flagship video products — Premiere Pro, After Effects, and Premiere Web — turning ambitious ideas into shipped, polished software for the world's storytellers. My career spans two decades across gaming, digital production, and enterprise software, grounded in an unusual start: criminal investigations, where I learned to ask the right questions and stay calm when things get messy.

EXPERTISE

Leadership

People management
Team building & coaching
Cross-functional alignment
Executive communication
Hiring & talent development
Stakeholder management

Program & Product

Engineering Program Management
Release management
Roadmap & planning
Operational excellence
Risk & dependency tracking
Customer-facing product discussions

Craft & Technology

Generative AI / emerging tech
Internal tools & dashboards
Software development lifecycle
Agile / Scrum
QA & test engineering roots
Premiere Pro · After Effects · Premiere Web

SELECTED PROJECTS

BlueDeck Transformation

Unified release & roadmap system across Pro Video, replacing fragmented trackers

EXPERIENCE

Sr. Group Manager, Engineering Program Management 2023 — Present **Adobe**

[Premiere Pro](#) · [After Effects](#) · [Premiere Web](#) · [Audition](#)

The work I did as a Senior Program Manager earned me the opportunity to lead the team behind it. Today I manage seven Senior and Principal Program Managers across Adobe's full Digital Video and Audio portfolio. I own program strategy, talent development, and operational excellence for the products the world's professional storytellers depend on every day. My focus is the same one I've carried since day one: clear the path, raise the bar, and ship work worth being proud of.

Senior Program Manager 2019 — 2023 **Adobe**

[Sr. PgM on Audition](#) · [After Effects](#) · [Premiere Pro](#)

Five years as a Senior Program Manager across Adobe's Pro Video portfolio — progressing through three of its most important products. I started on Audition, establishing release cadence and operational rituals that were later adopted across the broader Pro Video organization. I moved to After Effects, owning engineering programs across major feature waves and improving cross-functional predictability. Then, Premiere Pro — Adobe's flagship professional video editor — where I owned release execution, cross-functional alignment, and major initiative delivery at scale. Each step deepened my craft and expanded my scope, building toward the leadership role that followed.

Senior Project Manager & PMO Lead 2016 — 2019 **L4 Digital, a Globant Company**

After years of building as a producer and project manager, L4 Digital is where I found my footing and began to grow into a senior leader. I progressed from leading four onsite development teams at client campuses — inventing new methods to keep teams focused and unblocked, delivering at 76% of estimated budget — to serving as the voice of technology for business owners across web and mobile programs. As Sr. PM | PMO Lead, I took on end-to-end program delivery, project governance, portfolio reporting, and resource allocation across the delivery department. It was here that I began stepping into people management, learning how to develop talent, set standards, and multiply my impact through others.

Producer & Project Manager 2009 — 2016

[Starbucks](#) · [Deloitte Digital](#) · [Microsoft / 343 Industries](#)
[POSSIBLE](#) · [Slalom Consulting](#) · [SapientRazorfish](#)

From digital agencies to large consulting firms to iconic consumer brands, I built the

with a single trusted view for Engineering, Product, and Release. (2026)

Premiere on the Web

Program leadership for Adobe's browser-native Premiere Pro — coordinating across product, design, and engineering on a web-first professional editor. (2026)

Polish with AI

Cross-functional program for an AI-powered polish concept inside Adobe's video tools — research, product, engineering, and design in lockstep. (2024)

#GiftOfCode — Intel / Deloitte Digital

Campaign turning retweets into \$1 donations. Year 1: \$20K. Year 2: \$45K raised, 45K retweets. Participants included Jack Dorsey and Russell Simmons. (2014)

HTML5 Hub — Intel / Deloitte Digital

Developer community that reached 1.1M+ page views, 5,500+ Twitter followers in its first year. (2013)

INTERESTS

Boxing

Triathlons

Scuba Diving

Father of 2 incredible kids — my most ambitious project ever

foundation I carry into every challenge I face today. I learned to lead teams through influence rather than authority, manage budgets and timelines without losing creative ambition, and navigate the full end-to-end software and production lifecycle.

Consulting sharpened my ability to context-switch fast and earn trust quickly; agency life taught me how to hold a vision and a deadline at the same time.

The throughline across all of it: clear communication, disciplined prioritization, and a genuine belief that the best work happens when the people doing it feel ownership over what they're building.

Software Test Engineer / Test Analyst Lead

2005 — 2009

[LexisNexis](#) · [MAQ Software](#) · [Microsoft Game Studios](#)

I learned how to stay grounded in the discipline of quality. How software actually gets made, what breaks it, and why it matters. I leaned on my investigative background and approached software testing like a detective: trace the bug to its root, document it clearly, and advocate for the fix. Working on titles like Halo PC and Project Gotham Racing 3 taught me that quality isn't a phase at the end of a project; it's a standard held every day. Managing a remote test team at MAQ Software added cross-cultural communication and distributed team leadership to that foundation. These years shaped how I think about risk, process, and accountability to this day.

Criminal Investigator

Pre-tech

[Seattle Public Defenders](#) · [Farmers Insurance](#) · [Costello and Associates](#)

Where I learned to ask the right questions, follow the evidence, and stay calm when things get messy — instincts that have shaped every role since.

ACTIVE PERSONAL PROJECTS

Lifelong builder: active personal projects include PgM Buddy (a Mac app for team managers, task tracking, and productivity), a family financial planner web/mobile app, a food voting mobile app, and ongoing AI experiments at team-yusky.com.