

Irin Berry

ENGINEERING MANAGER • NETFLIX GAMES

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PROFESSIONAL SUMMARY

Results-driven engineering leader with 20+ years in game development, team management, and scalable system architecture. Skilled in fostering high-performing teams, driving communication and feedback standards, and delivering exceptional workflows for teams. Passionate about inclusive engineering cultures, cross-functional collaboration, and mentoring best practices.

AREAS OF EXPERTISE

Professional Skills	Strategic Planning Team Leadership Talent Acquisition Talent Development Cross-functional Collaboration Agile/Scrum Methodologies Workflow Development & Automation
Technical Skills	Unity3D Specialist C# Game Programming Patterns SOLID Advocate Perforce Source Control Architecture & Planning Live Ops

PROFESSIONAL EXPERIENCE

[\(more work history available on LinkedIn\)](#)

Engineering Manager, Netflix – Bossfight Entertainment | Austin, TX

Jan 2023 – Present

As Engineering Manager for *Squid Game: Unleashed*, I lead a team of 18 engineers, as well as assist across multiple project teams, ensuring alignment with organizational goals and fostering professional growth. I drive strategic staffing, process optimization, and accessibility initiatives.

- Directed hiring efforts for critical roles, standardized interview process across multiple Netflix Games studios, collaborated with HR and Legal on personnel terminations and processes, streamlined onboarding and facilitated team expansion from 30 to 65 contributors. Secured Scrum Master training for engineering leadership to enhance communications and ownership across departments.
- Conducted accessibility audits across Netflix on-site physical properties, delivering actionable solutions that improved user mobility inclusivity.
- Developed internal tools, including the **Job Matrix Review** and **Compensation Recommendation System**, optimizing team performance, retention, and workflow efficiency.
- Improved organizational efficiency by fostering a culture of respect, communication, and continuous feedback.

Tech Lead, Netflix – Bossfight Entertainment | Austin, TX

Mar 2022 – Jan 2023

Led engineering efforts for *Netflix Stories*, an interactive storytelling platform. Architected scalable systems supporting branching narratives and interactive content while integrating seamlessly with Netflix's ecosystem. Partnered closely with cross-disciplinary teams, including writers and artists, to deliver engaging interactive experiences.

- Designed and developed scalable game systems enabling complex narrative-driven gameplay, enhancing

- user experience and engagement.
- Created career role matrices defining clear growth pathways for engineers, improving team accountability and ownership of professional development.
- Built a collaborative culture that merged storytelling with gameplay mechanics, driving innovation and engagement in interactive storytelling.

Lead Software Engineer, Bossfight Entertainment | Austin, TX

Feb 2018 – Mar 2022

Led development efforts on *myVegas Bingo* and *Kingdom Boss*, two mobile games built in Unity3D. Focused on developing robust, scalable UI systems and gameplay mechanics while supporting cross-platform deployment for iOS and Android.

- Developed MVVM-style UI architecture in **Unity3D and C#**, improving maintainability, performance, and scalability across multiple mobile titles.
- Spearheaded the implementation of new gameplay features, ensuring high-quality deliverables that aligned with business objectives and enhanced user engagement.
- Optimized mobile game performance for stability and responsiveness, enabling seamless cross-platform experiences for iOS and Android users.

Lead Software Engineer, EA Mobile (Red Crow Division) | Austin, TX

Dec 2013 – Feb 2018

Served as Lead Software Engineer for *Star Wars: Galaxy of Heroes*, directing a team of seven engineers to deliver innovative gameplay features. Focused on building a strong engineering culture, optimizing workflows, and improving team productivity.

- Designed and implemented complex gameplay mechanics, ensuring smooth integration of new features while maintaining high performance.
- Led engineering initiatives that enhanced code quality, development velocity, and feature implementation across multiple game updates.
- Mentored and developed junior engineers, fostering a collaborative environment that encouraged continuous learning and professional growth.

Software Engineer 2, Glu Mobile | Kirkland, WA

Aug 2011 – Nov 2012

Developed gameplay systems and tools for **iOS mobile games**, focusing on scalable architectures and third-party integrations. Contributed to the development of freemium game mechanics designed to enhance player engagement and retention.

- Engineered core gameplay features using **Unity3D**, optimizing third-party system integrations and improving development efficiency.
- Designed monetization and engagement-driven mechanics, increasing player retention and enhancing the game's long-term revenue potential.

EDUCATION

Westwood College of Technology - Bachelor of Science in Game Software Development
Graduated Valedictorian & Member of Alpha Beta Kappa National Honors Society

Waubensee Community College - Associate of Arts in Mathematics