



Irin Berry

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20+ years driving game development and team scaling → Founded Astral Forge and lead as CEO/CTO of Sunwise Games, delivering premium, mobile, and live-service products. Spearheaded technical execution and engineering strategy at Netflix Games, leveraging expertise in Unity, C#, gameplay systems, and production pipelines.

Built and grew high-performing teams → Improved delivery discipline and established healthy engineering cultures through targeted hiring, mentoring, and cross-functional leadership. Transformed complex creative visions into actionable product plans, ensuring consistent execution and measurable outcomes.

Work Experience

2025 — present
Leander, United States

CEO / CTO / Founder Sunwise Games

Product Strategy & Vision:

- Defined long-term product strategy, technical philosophy, business model, and culture → Set clear studio direction and market positioning
- Co-owned product vision for Astral Forge, shaping core loop, factory progression, arena combat, monetization, and production scope → Delivered a cohesive, player-focused experience
- Established premium + paid DLC model without in-game monetization, loot boxes, or paid power → Ensured ethical, player-respecting monetization

Investor & Publisher Relations:

- Created pitch decks, production assumptions, budget models, roadmaps, Q&A, and market positioning → Secured stakeholder confidence and funding readiness
- Led diligence packages, financial scenarios, staffing, risk framing, and milestone planning → Streamlined investor and publisher negotiations

Technical Leadership & Studio Operations:

- Directed Unity architecture, UI workflows, build automation, source control, documentation, and pipelines → Improved development efficiency and code quality
- Designed studio principles: anti-crunch, reusable tech, clear design, fair monetization, coaching, and collaboration → Built resilient, high-performing team culture
- Coordinated founder roles across product, engineering, operations, finance, marketing, quality, art, and business development → Ensured aligned cross-functional execution and growth

2021 — 2025
Remote, United States

Engineering Manager / Engineering Leader Netflix Games / Bossfight

Team Leadership & Growth:

- Scaled Boss Fight team 2.2x from 18 to 40 contributors → Maintained delivery standards and boosted team cohesion
- Managed 18 engineers directly, mentored 30+ across teams → Elevated engineering skills and cross-team alignment
- Promoted to Engineering Manager → Recognized for leadership, people development, and operational clarity

Engineering Operations & Delivery:

- Increased delivery reliability → Improved engineering practices and production planning at Netflix Games and Boss Fight
- Enhanced cross-functional collaboration → Unified engineering, production, QA, DevOps, and partners through clearer processes and roadmap alignment
- Supported cloud migration and live-service operations → Led technical and operational planning for tools, build workflows, and game pipelines

Hiring & Talent Development:

- Codified hiring practices adopted division-wide → Improved consistency, fairness, and interview quality across Netflix Games
- Led professional development, performance management, and growth conversations → Strengthened staff capabilities and retention
- Built strong HR and production partnerships → Optimized compensation, staffing, team structure, and manager workflows

Performance & Risk Management:

- Rebuilt team cohesion → Managed performance issues with clearer expectations and stronger hiring
- Represented engineering in legal and data efforts → Provided technical context and data for litigation support
- Completed Certified Scrum Master training → Applied agile principles pragmatically to improve delivery without excess ceremony

2019 — 2021

Remote, United States

Lead Software Engineer / Technical Lead Bossfight

Technical Leadership & Delivery:

- Led full product technical leadership for Kingdom Boss → Directed architecture, delivery planning, team coordination, and live-service execution
- Owned major technical domains for my Vegas Bingo and other titles → Balanced architecture, implementation, delivery reliability, and cross-functional collaboration
- Improved engineering delivery → Established clearer standards, sprint expectations, stronger technical reviews, and dependable production workflows

Architecture & Development:

- Defined AWS design decisions → Set service boundaries, scaling patterns, deployment safety, and data flow for live-service game infrastructure
- Enhanced Unity/C# systems → Built and optimized gameplay, UI, tools, and live-service features

Cross-Functional Collaboration & Mentorship:

- Translated creative direction into engineering plans → Partnered with production, design, art, QA, and analytics
- Mentored engineers → Guided architecture decisions, technical growth, code quality, and production problem-solving
- Accelerated productivity → Helped adopt AI tooling, developer productivity improvements, and human-in-the-loop workflows across teams

2005 — 2019

Austin, United States

Lead Software Engineer / Senior Software Engineer EA / Glu Mobile / Earlier Game Studios

Game Development & Technical Ownership:

- Delivered end-to-end technical ownership on multiple revenue-generating small-team titles
- Developed key features and systems for major live-service games including Star Wars: Galaxy of Heroes, The Simpsons: Tapped Out, Heroes of Dragon Age

Systems & Tools Engineering:

- Built gameplay systems, UI features, live-service integrations, tools, and workflows for cross-platform console & mobile development
- Contributed to C++ Quantum Engine for PC, Wii, PS2, Xbox, and PSP

Cross-Functional Collaboration & Delivery:

- Partnered with product, design, QA, art, and operations to ensure on-time feature delivery in live production

Technical Leadership & Mentorship:

- Balanced hands-on coding with architecture planning, mentoring, and delivery ownership across projects

Selected Projects

2025 — present

Founder, CEO/CTO, Product Co-Owner

Astral Forge

Premium PC-first Automation-ARPG hybrid with session-based arena hunts and a persistent, space-constrained factory progression system. Defined the product thesis, core loop, production scope, monetization plan, investor narrative, and technical direction. Official tagline: Build the machine. Become the weapon.

2023 — 2025

Austin, United States

Engineering Manager / Product-Level Engineering Owner

Squid Game: Unleashed

Held full technical and delivery leadership across architecture, planning, implementation, and team coordination for a live-service game project. Balanced product needs, team execution, and engineering quality in a remote team environment.

02/2018 — 02/2022

Austin, United States

Lead Software Engineer

myVegas Bingo & Kingdom Boss

02/2015 — 02/2017

Austin, United States

Lead Software Engineer

Star Wars: Galaxy of Heroes & Simpsons: Tapped Out

Skills

— LEADERSHIP

Engineering Management

EXPERT

People Development

EXPERT

Hiring Systems

EXPERT

Cross-Functional Leadership

EXPERT

Performance Management

ADVANCED

Production Planning

ADVANCED

— GAME DEVELOPMENT

Unity

EXPERT

C#

EXPERT

Gameplay Systems

ADVANCED

Live-Service Games

ADVANCED

Technical Design

ADVANCED

Game Economy and Progression Systems

ADVANCED

— TECHNICAL STRATEGY

Architecture Planning

ADVANCED

AWS Live-Service Design

ADVANCED

Build Automation

ADVANCED

Source Control and Developer Workflows

ADVANCED

AI Tool Adoption

ADVANCED

Technical Documentation

ADVANCED

— BUSINESS AND STUDIO BUILDING

Pitch Decks and Investor Materials

ADVANCED

Publisher Diligence Packages

ADVANCED

Budget and Staffing Models

ADVANCED

Studio Operations

ADVANCED

Product Strategy

ADVANCED

Core Strengths

Engineering leadership Studio building Systems-first game design Team scaling Manager coaching Technical strategy

Unity architecture Cross-functional delivery Hiring and talent development Publisher and investor communication

Certifications

2024

Certified Scrum Master Scrum Alliance

Completed Certified Scrum Master training and applies agile principles pragmatically to improve team delivery, feedback loops, and production health.

Education

12/2001 – 12/2004

Denver, United States

Game Software Engineering | Bachelors Degree Westwood College of Technology

- 3.998 GPA → Studied advanced algorithms, game engine development, and real-time rendering techniques
- Valedictorian / Student of the Term
- Alpha Beta Kappa Honors society member

Sugar Grove, United States

Mathematics | Associate Degree Wausonsee Community College

3.75 GPA → Associate's degree with focus in Mathematics continued through 20+ years of hands-on engineering, leadership, game development, production, and technical strategy experience.

Career Highlights

With over 20 years of engineering and game development leadership, I founded and currently lead Sunwise Games as CEO/CTO. At Netflix Games, I scaled the development team by 122%, growing from 18 to 40 contributors in two years while directly managing up to 18 engineers and mentoring 30+ engineers, including managers. I codified hiring practices now adopted across multiple Netflix Games studios, driving improved recruitment efficiency.

I led product-level technical ownership for high-profile titles such as Simpsons: Tapped Out, Star Wars: Galaxy of Heroes, Kingdom Boss, my Vegas Bingo, Netflix Stories, and Squid Game: Unleashed, alongside domain-level ownership for additional live-service games. For Astral Forge, I developed investor and publisher-ready materials encompassing roadmap, business model, market positioning, financial assumptions, and production scope to secure support and alignment.

My deep Unity/C# expertise spans game systems, UI architecture, live-service workflows, build automation, and production pipelines, enabling consistent delivery of scalable, high-quality gaming experiences.

Hobbies



Lofi Maker



Daily Gamer



Acoustic Guitar



Sumo Fan



Leathercrafter