

IRIN BERRY



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PROFESSIONAL SUMMARY

Engineering leader with 20+ years in game development and platform delivery, currently managing engineering at Netflix Games. Experienced in delivering player-facing experiences across TV and mobile, scaling high-performing teams, and embedding AI-driven workflows that accelerate product innovation. Recognized for codifying hiring standards adopted across Netflix Games, building inclusive leadership frameworks, and shipping multitudes of game titles across numerous genres, delivering seamless UI/UX that connects members to interactive entertainment.

KEY ACHIEVEMENTS

- **Scaled Bossfight Engineering:** Expanded team from 18 → 40 contributors; hiring practices became Netflix Games HR standard.
- **Trusted Leader:** Directly manage 13 engineers, mentor 30+ via 1:1s, building a reputation for career development support.
- **AI Pioneer:** Trained staff in prompt engineering, rolled out Copilot & Cursor, automated workflows with n8n, and piloted proprietary AI models.
- **Process Builder:** Built comp/feedback tools and coaching templates, streamlining cycles and enabling radical candor.
- **Inclusion Advocate:** Conducted accessibility audits across Netflix properties and leadership events, delivering actionable improvements.

EDUCATION

Westwood College

B.S.: Game Software Development
Valedictorian

Waubensee Community College

A.A.: Mathematics

WEBSITES, PORTFOLIOS, PROFILES

- www.IrinBerry.com
- linkedin.com/in/irin-berry-0b246a2

SKILLS

- Cross-Functional Team Leadership & Career Development
- AI Workflow Innovation (Copilot, Cursor, n8n, Training AI Models)
- Talent Acquisition & Contingent Workforce Strategy
- TV/Mobile Player-Facing UI systems
- Inclusive Management & Neurodivergence Training
- Compensation & Feedback Systems Supporting Radical Candor

WORK HISTORY

Netflix - Bossfight Entertainment - Engineering Manager 01/2023 - Current

- **Lead engineering for Squid Game: Unleashed and Netflix Stories**, managing up to 18 engineers directly and mentoring 30+ across the org. Deliver cross-platform player experiences while scaling people, processes, and platforms.
- **Codified hiring practices now adopted across Netflix Games**; authored interviewer/panel documentation; partnered with contingent workforce team for contract hiring.
- **Built frameworks** for neurodivergence-aware management, coaching plans, and Keeper Test processes; created Confluence resource hubs for people leaders.
- **Spearheaded AI adoption** with prompt engineering training, Copilot/Cursor rollout, and n8n automation; partnered with GenAI Platform team on proprietary model training.
- **Designed the Job Matrix Review and Compensation Recommendation Tools** to streamline comp & feedback cycles and

enable radical candor in feedback.

- Conducted accessibility audits of Netflix offsite seminar leadership location, producing actionable inclusivity improvements and building relationships with hospitality leadership.
- Partnered with product, design, and production to deliver engaging watch along events, partnered with SDETs to introduced CI/CD standards, reducing build failures and crash time as well as automating load testing.

Netflix - Bossfight Entertainment - Tech Lead

03/2022 - 01/2023

- **Led engineering for Netflix Stories**, an interactive storytelling platform across TV and mobile. Architected scalable systems for branching narratives and partnered with writers, artists, and designers to deliver immersive, player-facing content.

Bossfight Entertainment - Lead Software Engineer

2018 - 2022

- Kingdom Boss
- MyVegas Bingo

EA Mobile - Lead Software Engineer

Austin, TX • 12/2013 - 02/2018

- Star Wars: Galaxy of Heroes
- Simpsons: Tapped Out
- Heroes of Dragon Age

Glu Mobile - Software Engineer II

Kirkland, WA • 2011 - 2012

- Samurai Vs Zombies: Defense
- MyDragon
- BioDome
- EnchantU
- Green Lantern: Rise of the Manhunters
- Shinobi 3DS