ZULLY BARRIENTOS

Production and people leader with 10+ years of experience across diverse industries including shipping AAA and indie game titles, UX/UI design and management consulting. I excel at streamlining processes, bringing order and delivering results in cross-functional product areas while fostering a sense of trust and collaboration within my teams. I am highly adaptable and contextualize my bag of tricks to get the job done.

SKILLS

Release roadmapping
Feature costing
Process improvement
People management
Reporting & Comms
Agile/Scrum
UXUI Design
User Research
Wireframing
Illustration

TOOLS

Jira
Azure DevOps
Perforce
Confluence
Visio
InDesign
Adobe Suite
Figma
GitHub

SHIPPED TITLES

Halo Infinite
Halo Infinite: Season 1
Halo Infinite: Season 2
Spectre Divide
Spectre Divide: Season 1

LANGUAGES

English
Spanish
Portuguese

RELEVANT EXPERIENCE

MOUNTAINTOP STUDIOS | Remote
Lead Producer, June 2022 – March 2025

- In charge of hiring and managing the Production, LiveOps and Release teams
- Responsible for studio-wide feature roadmapping, costing and release planning
- Documented, implemented and adapted studio-wide development processes
- Directly produced 20+ in-game features including Spectre Divide's Battle Pass, Locker Room, Crews and social features, various backend systems, etc.

MICROSOFT, 343 INDUSTRIES | Redmond, WA
Game Producer, October 2019 – May 2022

- AAA producer for various engineering, front end and technical art teams supporting the initial launch and first 2 seasonal updates of Halo Infinite

XBOX | Redmond, WA
Xbox PM Apprenticeship, April 2019 – August 2019

- Conducted user research and developed wireframing to inform functional and feature requirements for a new Xbox parental safety app
- Worked directly with the engineering team to standup a prototype for the app

FREELANCE UXUI DESIGNER | San José, Costa Rica
December 2017 – February 2019

M POWERED STRATEGIES, INC. | Washington, D.C.
IT Project Manager & Graphic Designer, October 2014 – October 2017

- Redesigned waterfall SDLC processes into agile methodology for all IT projects across the Department of Veterans Affairs' (VA) IT office (OI&T)

EDUCATION

BLOC | Remote
UXUI and Front End Development apprenticeship, 2019

UNIVERSITY OF CALIFORNIA, SAN DIEGO | La Jolla, CA
Master of Public Policy and Management, 2014

AMHERST COLLEGE | Amherst, MA
Bachelor of Art & Art History and Political Science, 2011