

Amanda Board

boardamanda@gmail.com | (509)-304-9587 | [linkedin.com/in/amanda-board-17897026b/](https://www.linkedin.com/in/amanda-board-17897026b/) |
<https://github.com/AmandaBoard>

EDUCATION

University of Idaho

Moscow, ID

Bachelor of Science in Computer Science

May 2026

Minor in Psychology

- **Awards:** Dean's List Fall 2024, Spring 2024. Weise Computer Science Scholarship Recipient and SEL Scholarship Recipient.
- **Related Coursework:** Software Engineering (CS383), Theory of Computation (CS385), Linear Algebra (MATH330), Technical Writing II.

SKILLS

C/C++/C#, Python, HTML/CSS, Unity Game Engine Experience, GIT/Github.

EXPERIENCE

Polymorphic Games - University of Idaho

Moscow, ID

Educational Video Game Developer

June – August 2025

- Created physical and digital prototypes that aided in our vertical slice of the game.
- Established a story behind the game, the main game mechanic, and side mini games that the player was tasked to complete during each level.
- Implemented and edited code, audio, and completed general bug testing and fixes.

Boise State University Blockchain Research Experience for Undergraduates

Boise, ID

National Science Foundation (NSF) Undergraduate Researcher

May – August 2024

Published Author

- Researched the intersection of blockchain technology with large language model (LLM) security and safety through implementing security standards in data preparation and retrieval.
- Co-authored “Blockchain for Large Language Model Security and Safety: A Holistic Survey” published in December 2024 Issue of SIGKDD Explorations (ACM).
- Investigated critical security vulnerabilities in LLMs like data poisoning and prompt injections, proposing blockchain-based solutions to enhance the safety and robustness of AI systems.

INVOLVEMENT

Women's Ultimate Frisbee

University of Idaho – Member

Fall 2024 – Present

- Attend weekly practices for frisbee, work on playing as a team and having a fun time!
- Compete in weekend competitions with the team.

PROJECTS

2-D Platformer in Unity

Beginner Level Platformer

October 2024

- Programmed in audio sound effects, player/enemy animations, coin collection, win and pause screens.