Amaru Boyd

Quality Assurance Analyst

Email: amaruboyd2017@gmail.com

Portfolio: trulyamyth.github.io

(Open to relocate within the US)

Experience

NetherRealm Studios | QA Analyst | January 2023 - July 2024
- Led a QA team of 5 testers focused primarily on testing and refining brutalities and other gameplay features to ensure bug-free functionality and alignment with lead designer and creative director's vision.
- Collaborated with the marketing team to produce character gameplay trailers that aligned with the creative director's vision.
- Spearheaded collaboration and communication with production, design, and the art teams to evangelize, prioritize, and address submitted bugs which played a critical role in maintaining the studio's triple-A standards.
- Learned and tested against first party certification requirements for PlayStation and Xbox platforms, which contributed to the title passing both certifications on the first submission.
- Submitted over 1,200 bugs in 18 months using the JIRA project management tool.
- Tested and validated crossplay functionality to ensure seamless gameplay across multiple platforms.

LettuceMakeStuff | Game Designer | May 2022 - Dec. 2022
- Designed and implemented engaging gameplay mechanics and levels, focusing on player experience and narrative cohesion.
- Integrated assets into levels and optimized layouts to enhance gameplay flow and visual storytelling.
- Utilized Trello and Unity game engine to prototype, iterate, and refine game features, maintaining alignment with milestones.

Abiogenesis | Level Designer | Oct. 2019 - June 2020
- Designed and refined levels to ensure intuitive player flow and engaging layouts.
- Collaborated with artists and programmers to integrate assets and mechanics seamlessly.
- Conducted playtesting to gather feedback and iterated on designs to enhance user experience.

Follow That Pipe | Gameplay Designer | Aug. 2018 - Oct.2018
- Developed gameplay mechanics and puzzles tailored for an educational experience.
- Collaborated with team members to align mechanics with the project's educational objectives.
- Iteratively tested and refined designs to maintain challenging yet accessible gameplay.

Certificate

Atlassian Agile Project Management

Education

DePaul University
Bachelor's Degree - Game Design
Sept. 2019 - June 2022

Milwaukee Area Technical College
Associate Degree - Game Design
Sept. 2016 - June 2019

Skills

- JIRA
- Trello
- Confluence
- Shotgrid
- Test Rail
- Xbox Certifications
- PlayStation Certifications
- Google Docs
- Cross-team communication
- Team management