

Amaru Boyd

Junior Systems Designer

Email: amaruboyd2017@gmail.com

Portfolio: trulyamyth.github.io

Professional Profile

Multi-disciplined designer with an emphasis on systems design. Strong self-leadership skills, variable skill set, and can quickly adapt to any work environment. Have a great deal of experience with documentation and communication.

Experience

Friendly Geometry | Systems Designer | July 2021- July 2021

- Designed each level through greyboxing levels and obstacles for testing purposes.
- Created C# scripts that allowed players to progress to the next stage.
- Implemented scripts that gave the character mobility.
- Designed and implement each level and obstacle.
- Used C# for creating a functioning main menu.

Abiogenesis | Level Designer | Oct. 2019 - June 2020

- Created grexybox levels for each level that was intended to be used.
- Implemented each level and desired props.
- Used assets to place props which allowed me to create the desired environment.

Young Enterprising Society | Youth Leader | June 2016 - Aug.2019

- Taught youth students the basics of making a video game.
- Assisted youth with C# programming and level design.
- Took part in quality assurance testing.
- Used Trello for keeping track of bugs.

Follow That Pipe | Gameplay Designer | Aug.2018 - Oct.2018

- Wrote design documents and worked with a cross-functional team to deliver the youth-focused game Follow That Pipe.
- Initially designed puzzles on paper then implemented them into Unity Engine.
- Created drag-and-drop puzzle designs for Follow That Pipe, aimed at players aged 6-10 years old.
- Adjusted difficulty rating with game progression for touchscreen devices.

The X'Tal | Systems Designer | Jan. 2018 - Mar.2018

- Balanced movement, abilities, and combat mechanics for each unit.
- Face-to-face quality assurance testing and documentation.
- Used multiple references to research and design for each unit, weapon, and stratagem.
- Designed and implemented weapons available to each unit.
- Designed and balanced each unit and stratagem.

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

- Unreal Engine 4
- Unity Engine
- Blueprints Visual Scripting
- C#
- Outlook
- Google Sheets
- Google Docs
- Adobe XD
- Git
- Trello
- Visual Studios

