Amaru **Boyd**

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Portfolio trulyamyth.github.io

Experience

Friendly Geometry | Gameplay Designer
July 2021– July 2021| Chicago, IL
- Designed each level through greyboxing levels and obstacles for testing purposes.
- Created scripts that allowed for scenes to change and give players mobility.
- Implemented each level and obstacle as well as the main menu.

Abiogenesis | Level Designer
October 2019 – June 2020 | Chicago, IL
- Created grexybox levels for each level that was intended be to 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 – August 2019 | Milwaukee, WI
- Led youth in creating their first video game.
- Kept track of bugs that were encountered during development time.
- Took part in quality assurance testing and documentation of bugs.

Follow That Pipe | Gameplay Designer
August 2018– October 2018| Milwaukee, WI
- Wrote design documents and worked with a cross-functional team to deliver the youth-focused game Follow That Pipe.
- 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 | Mechanics Designer
January 2018– March 20218| Milwaukee, WI
- Balanced movement, abilities, and combat mechanics for each unit.
- Face-to-face quality assurance testing and documentation.
- Research, design, and implementation for each unit, weapon, and stratagem.

Education

DePaul University
Bachelor's Degree - Game Design
Courses in Game Development

Milwaukee Area Technical College
Associate Degree - Game Design
Courses in Game Development

Skills

Technology
Unreal Engine • Unity Blueprints • C# • Microsoft Office Google Drive

Design
Blender • Maya • Adobe XD Photoshop

Productivity
Discord • Git • Trello Slack • Visual Studios