

# Amaru Boyd

Quality Assurance Analyst

Email: amaruboyd2017@gmail.com

Portfolio: [trulyamyth.github.io](https://trulyamyth.github.io)

(Open to relocate within the US)

## Experience

### NetherRealm Studios | QA Analyst | January 2023 - July 2024

- Led a QA team of 5, focusing on testing and refining brutalities to ensure seamless functionality and alignment with gameplay standards.
- Collaborated with production, design, and art teams to prioritize and address issues, contributing to smooth project execution.
- Conducted certification testing for PlayStation and Xbox platforms, ensuring compliance and stringent requirements.
- Utilized Jira to write over 1,200 bugs, which was used to document, communicate, and solve all issues in a timely manner.

### 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.

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

- Designed and balanced gameplay systems to ensure cohesive mechanics and engaging interactions.
- Worked closely with the team to align systems with overarching game design goals.
- Optimized systems through iterative testing and feedback for a polished player experience.

## 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

## Certificate

Atlassian Agile Project Management