Amaru Boyd

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Portfolio trulyamyth.github.io

Design

- **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
- **Balanced movement, ability, and combat mechanics** for *The X'Tal*, a custom Warhammer army. Playtested and iterated on feedback
- **Designed greybox levels in Unity** for *Abiogenesis*, an environmental storytelling game set in the desert. Placed geometric shapes to establish spatial feel, gameplay mechanics
- Scripted and designed the speed boost for Imaginary Shift

Implementation

- **2+ years' experience in Unity;** intermediate experience; beginners' experience in Unreal Engine 4
- Tasked with design and implementation of UI elements on multiple projects including menu, rewards, progression; implemented level design elements and placed assets
- Bug tested, assigned bugs, maintained weekly bug log

Communication and Collaboration

- Met with stakeholders at Discovery World to **identify client needs, develop technical briefs and pitched design ideas**, wrote design documents, and worked with cross-functional team to deliver youth-focused app Follow That Pipe
- Collaborated in person and remotely on multiple student projects with teams of 5-11 people; used Discord, Slack, Trello
- Demonstrated leadership and strong direction for Abiogenesis, ensuring communication was clear and deliverables were met

Highlighted Projects

Gameplay Designer | Follow That Pipe | 2018 | Unity
Designed, tested, and implemented puzzles designed for kids. Drag and drop system that allowed kids to solve each puzzle. Used at Discovery World for their energy exhibit. 12 weeks of development, team of 12.

Mechanics Designer | The X'Tal | 2018 | Tabletop
Designed, tested, and implemented multiple mechanics for units and their weapons. Used paper proxies to create and test our units while taking notes to keep track of the outcome of each test. 12 weeks of development, team of 11.

About
Metal Gear Solid nerd.
Fan of great storytelling and innovative game design.

Skills

Technology
Unreal Engine 4 | Unity Blueprints | C#

Design
Blender | Maya | Adobe XD | Photoshop

Productivity
Discord | Git | Trello | Slack | Visual Studio

Education
DePaul University
Courses in Game Development (2022)

Milwaukee Area Technical College
AS Game Design
Courses in Game Development (2019)

Work Experience
Young Enterprising Society (YES)
Youth Leader
June 2016 - Aug 2019
Lead youth in creating their first game and assist them with quality assurance testing.