

# Amaru Boyd

Junior Systems Designer

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

## Experience

### NetherRealm Studios | QA Tester | January 2023 - Present

- Used in-house software to record and edit videos for bug reporting.
- Kept design documentation up to date for the QA team.
- Tested and reported requests that came directly from the design Team.
- Worked with the art department in finding animation and art issues.
- Made sure the project correctly followed certifications for console.

### LettuceMakeStuff | Game Designer | May 2022 - Dec. 2022

- Designed and implement levels and obstacles.
- Used C# to create limitless levels.
- Used assets to place props and create a lively environment.

### Abiogenesis | Level Designer | Oct. 2019 - June 2020

- Created greybox levels for each level that was intended to be used.
- Implemented each level and desired props.
- Used assets to place props, allowing 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.
- 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 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
- Github
- Trello
- Jira
- Confluence
- Shotgrid
- Visual Studios
- Video Editing
- Console certifications