# 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

- **5+ 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

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

### Programmer | Imaginary Shift | Unity | Team of 9
Primary programmer among seven designers and one artist. Identify and import in-game vehicles; scripted gameplay mechanics; playtested and iterated on feedback. 16 weeks of development.

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

## Skills

### Technology
Unreal Engine 4 | Unity Blueprints | C# | Microsoft Office | Google Drive

### Design
Blender | Maya | Adobe XD **|** Photoshop

### Productivity
Discord | Git | Trello | Slack | Visual Studio

## Education
**DePaul University**
*Bachelor's Degree - Game Design Courses in Game Development (2022)*

**Milwaukee Area Technical College**
*Associate Degree - Game Design Courses in Game Development (2019)*

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