

# 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 testers focused primarily on testing and refining brutalities and other gameplay features to ensure bug-free functionality and alignment with lead designer and creative director's vision.
- Collaborated with the marketing team to produce character gameplay trailers that aligned with the creative director's vision.
- Spearheaded collaboration and communication with production, design, and art teams to evangelize, prioritize, and address submitted bugs which played a critical role in maintaining the studio's triple-A standards.
- Learned and tested against first-party certification requirements for PlayStation and Xbox platforms, which contributed to the title passing both certifications on the first submission.
- Conducted localization testing to verify proper implementation of text, audio, and UI changes in different languages and regions.
- Validated accessibility features to promote inclusivity and meet industry accessibility standards.
- Collaborated on testing rollback netcode to ensure a stable and responsive multiplayer experience across multiple platforms.
- Submitted over 1,200 bugs in 18 months using the JIRA project management tool.
- Tested and validated crossplay functionality to ensure seamless gameplay across multiple platforms.

### 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.

## Certificate

Atlassian Agile Project Management

## 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