Amaru Boyd

Game Designer

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Portfolio: trulyamyth.github.io

(Open to relocate within the US)

Experience

NetherRealm Studios | QA Analyst | January 2023 - July 2024
- Used in-house software to record and edit videos for bug reporting.
- Took the initiative to ensure documentation remained current for the QA team.
- Engaged in cross-team collaboration with art, audio, and design teams.
- Conducted testing and reported feedback on requests directly issued by art, audio, and design teams.
- Ensured project compliance with PlayStation and Xbox certification standards.
- Led a QA team responsible for testing distinct gameplay mechanics.

LettuceMakeStuff | Game Designer | May 2022 - Dec. 2022
- Designed and implemented 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 targeted towards players between ages 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

- Team Leader
- Unreal Engine 4
- Unity Engine
- Blueprints Visual Scripting
- C#
- Xbox Certifications
- PlayStation Certifications
- Outlook
- Google Sheets
- Google Docs
- Adobe XD
- Github
- Trello
- Jira
- Confluence
- Shotgrid
- Visual Studios
- Video Editing