

Amaru Boyd

Chicago, Illinois | amaruboyd2017@gmail.com | Portfolio: <https://trulyamyth.github.io>

**Professional Summary:** Passionate QA Analyst seeking to leverage expertise in quality assurance and team leadership to contribute to the continued success of a forward-thinking game development company while advancing personal growth in leadership and technical innovation.

Education

**DePaul University**, *Bachelor’s of Science* – Game Design, 2022  
**Milwaukee Area Technical College**, *Associate Degree* – Game Design, 2019  
Atlassian Agile Project Management, Certification

Professional Experience

**LettuceMakeStuff | Game Designer | Remote | July 2024 - Present**

- **Designed and implemented** engaging **gameplay mechanics** and levels for the indie title *Realm Breakers*, focusing on **player experience** and **narrative cohesion**.
- **Integrated** assets into levels and **optimized layouts** to enhance **gameplay flow** and **visual storytelling**.
- **Utilized Trello** and the **Unity game engine** to **prototype, iterate, and refine game features** while maintaining alignment with project **milestones**.

**NetherRealm Studios | QA Analyst | Chicago, IL | January 2023 - July 2024**

- **Led** a QA team of 5 testers to **refine gameplay features** in *Mortal Kombat 1*, ensuring **bug-free functionality** and alignment with the **creative vision**.
- **Collaborated** cross-functionally to **prioritize and resolve bugs**, contributing to the studio's **AAA standards** and achieving **first-submission certification passes** for **PlayStation** and **Xbox**.
- **Conducted localization and accessibility testing**, submitted over **1,200 bugs** using **JIRA**, and validated seamless **crossplay functionality** across platforms.

**Abiogenesis | Level Designer | Chicago, IL | Oct. 2019 - June 2020**

- **Designed and refined** levels for the puzzle-adventure game *Echoes of Light* to ensure **intuitive player flow** and **engaging layouts**.
- **Collaborated** with artists and programmers to **integrate assets** and **mechanics** seamlessly.
- Conducted **playtesting** sessions, gathered **feedback**, and iterated designs to enhance the **user experience**.

Job Skills & Expertise

Quality Assurance Testing	Bug Tracking Management (JIRA)	Cross-Functional Collaboration
First-Party Certification (PS, Xbox)	Localization Testing	Accessibility Validation
Multiplayer and Netcode Testing	Crossplay Functionality Testing	Gameplay Feature Validation
Game Design and Level Design	Agile and Iterative Development	Project Management Tools (Trello)
Cross-Team Communication	Team Management	

Technical Expertise

JIRA, Trello, Confluence, Shotgrid, TestRail, Xbox & PlayStation Certifications, GoogleDocs, Unreal & Unity Game Engine

Leadership Qualities

Team leadership and Mentoring, Problem Solving and Critical Thinking, Strategic Prioritization, Conflict Resolution, Vision Alignment with Creative Leadership