Amaru Boyd

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LettuceMakeStuff   Chicago, IL
Game Designer   May 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.

NetherRealm Studios   Chicago, IL
Quality Assurance Analyst   Jan 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.
- Learned and tested against first-party certification requirements for PlayStation and Xbox platforms, which contributed to the tile 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.

EDUCATION
DePaul University, *Bachelor's of Science*   2019 – 2022

Certificate
Atlassian Agile Project Management

TECHNICAL SKILLS (if applicable)
JIRA, Trello, Confluence, Shotgrid, TestRail, Xbox Certifications, PlayStation Certifications, Google Docs, Cross-team Communication, Team Management