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Corvallis, Oregon, USA

Riley Elwell
GAME DESIGNER (TECH/SYSTEMS)

linkedin.com/in/rileyelwell

github.com/rileyelwell

rileyelwell.com

Summary

A technical game designer with a strong passion for game mechanics and systems. Backed by hands-on experience and academic projects, I am dedicated to pushing the boundaries of game design. Committed to upholding the highest quality standards within the gaming industry and elevating the overall player experience.

Skills

TECHNICAL

- C, C++, C#, Python, Android Studio (SDKs, APIs)
- Unity, Blender, Aseprite, Quixel Mixer
- Data Structures & Algorithms
- Object-Oriented Programming (OOP)
- Git, Web Development & Agile/Scrum Methods
- Technical Game Design & Rapid Prototyping

PERSONAL

- Strong leader and team player
- Innovative problem solver
- Excellent communication and time management skills

Certifications

- C++ Essential Training (LinkedIn)
- Unity Certified Associate Game Developer Fundamentals (LinkedIn)

Education

B.S. COMPUTER SCIENCE (SIMULATION & GAME PROGRAMMING)

Oregon State University

Sep 2020 - June 2024

- Dean's List (2020 - Current)
- 3.91 GPA
- Esports Club Member / Co-Manager
- Association of Computing Machinery Member
  - Lucid Programming Competition 2021
- Game Development Club Member
- Men's Soccer Club Member / Officer / Treasurer
- Relevant Coursework:
  - Game Programming & Geometric Modelling
  - Graphics, Shaders, & Animation
  - AI, Algorithms, & Data Structures
  - Mobile App Development (Android)
  - Web Development (HTML, JS, CSS)

Projects / Experience

SENIOR CAPSTONE: GAME DESIGN COMPETITION

Oregon State University (Corvallis, OR)

Oct 2023 - Current

- Collaborating closely with a team of three to develop a driving simulator game, set to be completed by June 2024. More details here.
- Constructing a realistic game environment/map of the Oregon State University campus using Unity, Blender, and Quixel Mixer.

GAMEPLAY DESIGN INTERN

Inorganic Games (Remote)

Dec 2023 - Current

- Collaborating within a small team to successfully launch the indie project "Writhe," developed using Unity. Demo available here.
- Designing, prototyping, and programming gameplay systems, focusing on player armors and abilities.

PRODUCT VALIDATION ENGINEER INTERN

Daimler Truck North America (Portland, OR)

Apr 2023 - Sep 2023

- Devised a solution to identify an elusive edge case, which occurred with a 20% frequency, resulting in enhanced product stability.
- Collaborated with senior engineers and developers on software projects, contributing valuable insights to Continuous Integration/Continuous Deployment (CI/CD) processes.
- Optimized efficiency of Python data analysis scripts for Advanced Driver Assistance Systems (ADAS), increasing speed by 15%.

UNDERGRADUATE LEARNING ASSISTANT

Oregon State University (Corvallis, OR)

Apr 2022 - Dec 2022

- Guided over 100 students to cultivate critical thinking skills and a resolute determination to overcome challenging tasks.
- Facilitated weekly two-hour review sessions, providing students with valuable support for assignment and test preparation.

References

- Nettaly Rebolledo: https://www.linkedin.com/in/nettaly/