

RILEY ELWELL

Technical Designer

Stockholm , Sweden

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<https://www.rileyelwell.com>

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Skill Areas

Rapid Prototyping: Systems / Mechanics

CS Fundamentals

Team Comm. & Problem-Solving

Programming & Visual Scripting



Education

Game Design

Tech Specialization

Futuregames Stockholm

2024 - 2026

GD 24' Class Rep

Student Union 25' Board

B.S. Computer Science

Sim & Game Prog.

Oregon State University

2020 - 2024



Selected Projects

FPS SIDE PROJECT (ONGOING)



Dual-wield weapons on a train (mission)

<https://www.rileyelwell.com/fps-project.html>

SUBOPTIMAL • 2025



A four player online co-op game with a controllable submarine and lost treasure

Contributions:

- Multiplayer Architecture & Replication
- Networking Debugging
- State Management (Blueprints)

<https://www.rileyelwell.com/suboptimal.html>

ROBOT PROTOTYPE • 2025



Developed a robot with custom, arcade physics and a mini build mode

<https://www.rileyelwell.com/crazy-robot.html>

SQUIRREL BROS • 2024



Puzzle-platformer

<https://www.rileyelwell.com/squirrel-bros.html>

Experience

BEYOND SKYRIM: ROSCREA MOD TEAM

Quest Implementation

Sep 2025 - Present

GAMEPLAY DESIGN INTERN

Inorganic Games (Remote)

Dec 2023 - Apr 2024

PRODUCT VALIDATION ENGINEER INTERN

Daimler Truck North America (Portland, OR)

Apr 2023 - Sep 2023