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Stockholm (Can Self-Relocate)

Riley Elwell

TECHNICAL DESIGNER



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github.com/rileyelwell



rileyelwell.com

Summary

Passionate and versatile Tech Designer with a strong focus on systems, mechanics, and accessibility. Adept at prototyping and iterating on engaging gameplay experiences, with hands-on experience in C/C#, C++, Unity, and Unreal Engine 5. Driven to empower development teams by creating efficient tools and optimizing workflows to enhance productivity.

Skills

TECHNICAL

- C, C++, C#, Python, Android Studio (SDKs, APIs)
- Unity, Unreal Engine 5, Godot
- Data Structures, Algorithms, OOP
- Blender, Aseprite, Quixel Mixer
- Git, Perforce & Agile/Scrum Methods
- Rapid Prototyping, Miro, Jira

PERSONAL

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

Education

GAME DESIGNER (SPECIALIZATION)

Futuregames (Stockholm, SE)

Sep 2024 - May 2026

- Game Design 24' Class Representative
- GameChangers Student Union 25' Board Member

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

Oregon State University (Corvallis, OR)

Sep 2020 - June 2024

- Dean's List (2020 - 2024)
- 3.93 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 - Jun 2024

- Collaborated closely in a team of four to develop a robot delivery driving game inside Unity.
- Constructed and designed the environment levels (with Blender), the user interface, and several systems/mechanics for gameplay.

GAMEPLAY DESIGN INTERN

Inorganic Games (Remote)

Dec 2023 - Apr 2024

- Collaborated within a small team to successfully launch the indie project "Writhe," developed using Unity. Demo available [here](#).
- Designed, prototyped, and programmed 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, Mar 2024 - Current

- 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/>