RILEY ELWELL

Technical Designer

Stockholm , Sweden

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https://www.rileyelwell.com

https://rileyelwell.itch.io/

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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

STEINWOLF FPS PROTOTYPE

- FPS Controller & Animations
- AI Behavior & Implementation
- Combat Systems

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

SUBOPTIMAL • 2025

- Multiplayer Architecture & Replication
- Prototyping Mechanics/Systems
- State Management (Blueprints)

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

NEILA • 2025

- Prototyping Mechanics
- Animation Implementation
- AI & Gameplay Systems

https://www.rileyelwell.com/neila.html

SQUIRREL BROS • 2024

- Character Controller
- Puzzle Systems

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

Experience

BEYOND SKYRIM: ROSCREA MOD TEAM

Quest Implementation

Sep 2025 - Present

Implementing quest claims on Vikunja using Skyrim CK and Papryus within a team of all disciplines.

GAMEPLAY DESIGN INTERN

Inorganic Games (Remote)

Dec 2023 - Apr 2024

Prototyped and implemented player abilities in Unity C# for a WebGL and Mobile game, Writhe. (https://superjack08.itch.io/writhe)

PRODUCT VALIDATION ENGINEER INTERN

Daimler Truck North America (Portland, OR)

Apr 2023 - Sep 2023

Worked with a team of engineers to produce Python scripts to analyze ADAS features on company-developed trucks.