



(661) 337-8086

Riley Elwell



Corvallis, Oregon



rileyelwell2@gmail.com

COMPUTER SCIENCE STUDENT



rileyelwell.com

Summary

Computer science student with a profound enthusiasm for game design/development, interactive media, and emerging technologies. Demonstrates robust collaborative and technical capabilities. Aspiring to develop innovative solutions for addressing high-volume demands and elevating the player experience in the gaming industry.

Skills

TECHNICAL

- C, C++, C#, Python, Android Studio (SDKs, APIs)
- Unity, Blender, Aseprite
- Data Structures & Algorithms
- Object-Oriented Programming (OOP)
- Experience with Git, web development, and practicing agile/scrum methodologies
- Excellent track record of writing efficient code and applying effective debugging strategies

PERSONAL

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

Education

B.S. COMPUTER SCIENCE

(SIMULATION & GAME PROGRAMMING)

Oregon State University

September 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
- Courses Including:
 - Game Programming
 - Graphics & Shaders
 - Animation

Certifications

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

Additional Links

GitHub: <https://github.com/rileyelwell>

LinkedIn: <https://www.linkedin.com/in/rileyelwell/>

Portfolio: <https://www.rileyelwell.com>

Experience

PRODUCT VALIDATION ENGINEER INTERN

Daimler Truck North America (Portland, OR)

04/2023 - 09/2023

- 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 Assisted Systems (ADAS), increasing speed by 15%.

UNDERGRADUATE LEARNING ASSISTANT

Oregon State University (Corvallis, OR)

04/2022 - 12/2022

- 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.

Projects

OBJECT HUNT: MULTIPLAYER MOBILE APPLICATION

Oregon State University (Corvallis, OR)

02/2023 - 04/2023

- Integrated the Google Maps API to facilitate location sharing and the placement of interactive markers on the map.
- Conducted CI/CD processes using Git in collaboration with a team of three developers.
- Recognized as one of four standout teams with 'Hall of Fame' distinction, surpassing 46 competitors.

TRUCK STOP: 2D UNITY GAME

Personal Project (Solo Game Developer/Designer)

09/2023 - 09/2023

- Designed a 2D game within a five-day timeframe using Unity and C#.
- Engineered an object pooling system to enhance performance by 10%.
- Created and compiled game art and assets using Aseprite.