Riley Elwell
GAME DESIGN/DEVELOPMENT

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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

09/2020 - 04/2024

- 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
  - Android App Development (Mobile)
  - Web Development (HTML, JS, CSS)

Certifications

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

Experience

GAMEPLAY DESIGN INTERN

Inorganic Games (Remote)

12/2023 - Current

- Leveraging Unity to meticulously craft and program dynamic gameplay elements, showcasing a keen understanding of interactive design principles.
- Developing both WebGL and Mobile iterations of a forthcoming game shipping in Spring 2024, demonstrating proficiency in cross-platform adaptation and delivery.

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 Assistance 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.