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USA -> Stockholm, SE

# Riley Elwell

GAME DESIGNER (TECH/SYSTEMS)



linkedin.com/in/rileyelwell



github.com/rileyelwell



rileyelwell.com

## Summary

A technical game designer with a strong passion for game mechanics and systems. Backed by hands-on experience and academic projects, I am dedicated to pushing the boundaries of game design. Committed to upholding the highest quality standards within the gaming industry and elevating the overall player experience.

## Skills

### TECHNICAL

- C, C++, C#, Python, Android Studio (SDKs, APIs)
- Unity, Blender, Aseprite, Quixel Mixer
- Data Structures & Algorithms
- Object-Oriented Programming (OOP)
- Git, Web Development & Agile/Scrum Methods
- Technical Game Design & Rapid Prototyping

### PERSONAL

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

## Certifications

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

## Education

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

Oregon State University

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. More details [here](#).
- 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/>