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✉ rileyelwell2@gmail.com

📍 Stockholm (Can Self-Relocate)

Riley Elwell
TECHNICAL DESIGNER

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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
- Visual Scripting (**Blueprints**)
- 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 (TECH 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

NEILA (TEAM GAME PROJECT)

Futuregames (Stockholm, SE)

May 2025 - June 2025

- Designed, prototyped, and implemented core gameplay mechanics, including **custom Blueprints** and interactive systems for level designers.
- Collaborated closely with programmers to **optimize gameplay prototypes** for performance and stability.
- Designed and developed enemy AI behaviors utilizing **Behavior Trees** for dynamic in-game encounters.
- Integrated player and enemy animations using **Unreal Engine**'s blend spaces, **animation Blueprints**, and Montages for fluid character movement.

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 environment levels (with Blender), the user interface, and several core **gameplay systems/mechanics**.
- Documented technical design and implementation of gameplay features to ensure clarity and **support team collaboration**.

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 player armor and ability systems, maintaining clear code for future iteration and understanding.

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%.

// REFERENCES AVAILABLE UPON REQUEST