

SALEM RICHIE *GAMEPLAY ENGINEER*

(971) 208-7169 | saalem.richie.website | saalem@richie.website | [/in/saalem-richie](https://in/saalem-richie)

SKILLS

Development	Languages	Tools
<ul style="list-style-type: none">Algorithm DesignData StructuresGame Engine Architecture	<ul style="list-style-type: none">Advanced C++Unreal BlueprintsC#	<ul style="list-style-type: none">Unreal EngineUnity EnginePerforce (Helix Core)

GAME DEVELOPMENT EXPERIENCE

AI Programmer Creative Director <i>Eidolon: Fate of Fools</i> — Tarot-Inspired Arena Shooter Game (<i>Team of 8; Unreal Engine 5</i>)	Aug 2024 - Present
<ul style="list-style-type: none">Engineered emergent combat behavior by extending AI sense and gameplay features into a reasoning systemAuthored custom air control logic through Behavior Tree tasks to allow AI agents to fluidly traverse surreal arenasUtilized the Environment Query System to inform AI navigation by assessing danger and utility at sample pointsDesigned 20+ tarot-inspired abilities by adapting traditional card symbolism into multiplayer combat mechanicsEvaluated specific design outcomes across 10+ multiplayer playtests by overseeing play and feedback procedures	
Technical Lead AI Programmer <i>Cats & Critters: A Dungeon Claw-er</i> — Multiplayer Adventure Game (<i>Team of 9; Unity Engine</i>)	Aug 2023 - Jul 2024
<ul style="list-style-type: none">Guided the technical development of a couch co-op party game using the Unity Engine and shipped it to SteamDeveloped a multiplayer-adaptive encounter system to enable designers to author 200+ reusable level segmentsArchitected a utility-based AI system by implementing response curves to support flexible multiplayer scenariosImplemented AI navigation throughout procedurally-generated levels using runtime navigation mesh bakingCompiled weekly development builds and conducted technical production meetings to maintain project momentum	
Technical Lead Systems Programmer <i>Inline: Out of Time</i> — Time-Attack Action Platformer Game (<i>Team of 12; Proprietary Engine</i>)	Oct 2022 - Apr 2023
<ul style="list-style-type: none">Supervised six engineers to develop and ship a custom-engine game: earning 90% positive Steam reviewsRefactored algorithms to optimize level geometry and collision detection resulting in a 275% framerate increaseSpearheaded a physics system to capture design outcomes for player movement through stylized parkour actionIntegrated in-game progression systems with the Steamworks API to reward players with 15+ achievementsStandardized the level content pipeline by creating tools and asset specifications to enable efficient design iteration	

EXTRACURRICULAR EXPERIENCE

Resident Assistant <i>DigiPen Housing, L.L.C.</i>	Apr 2023 - Apr 2025
Conference Associate <i>Game Developers Conference (GDC)</i>	Mar 2024; Mar 2025
Teaching Assistant C++ and Game Engine Architecture <i>DigiPen Institute of Technology</i>	Sep 2022 - Jul 2023

ACHIEVEMENTS AND AWARDS

DigiPen Institutional Full-Tuition Grant	Jul 2021
8 Bits to Infinity Text-Only Game Jam Community Choice Award (<i>of 28 Entries</i>)	Dec 2019
SoHacks 5 Hackathon "Best Intermediate Hack" Award (<i>of 85 Entries</i>)	Aug 2018

EDUCATION

Bachelor of Science in Computer Science and Game Design <i>DigiPen Institute of Technology</i> — Redmond, WA	Apr 2025
<ul style="list-style-type: none">Class Valedictorian (<i>GPA: 4.0</i>)	