

SALEM RICHIE *GAMEPLAY PROGRAMMER*

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

ACADEMIC PROJECTS

AI Programmer Creative Director <i>Eidolon: Fate of Fools</i> — Tarot-Inspired Arena Shooter Game	Aug 2024 - Present
<ul style="list-style-type: none">Engineered emergent combat behavior by extending AI sense and gameplay features into a reasoning systemUtilized the Environment Query System to inform AI navigation by assessing danger and utility at sample pointsAuthored custom air control logic through Behavior Tree tasks to allow AI agents to fluidly traverse arenasDesigned 20+ tarot-inspired abilities by deriving combat mechanics from upright and inverted card symbolismsEvaluated specific design outcomes across 10+ multiplayer playtests by overseeing play and feedback procedures	
AI Programmer Technical Lead <i>Cats & Critters: A Dungeon Claw-er</i> — Multiplayer Party Adventure Game	Aug 2023 - Jul 2024
<ul style="list-style-type: none">Founded a nine-person team to develop an approachable party game using the Unity Engine and ship 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	
Systems Programmer Technical Lead <i>Inline: Out of Time</i> — Time-Attack Action Platformer Game	Oct 2022 - Apr 2023
<ul style="list-style-type: none">Supervised six engineers on a twelve-person team to ship a complete game: earning 90% positive Steam reviewsRefactored algorithms to optimize level geometry and collision detection resulting in a 26% 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+ achievementsCreated tools and asset standards for the level content pipeline to enable efficient design and art iteration	

PROFESSIONAL EXPERIENCE

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

ACADEMIC 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	Expected: Apr 2025
<ul style="list-style-type: none">GPA: 4.0	

SKILLS

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