

# SALEM RICHIE *GAMEPLAY PROGRAMMER*

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## SKILLS

Development	Languages	Tools	Design
<ul style="list-style-type: none"><li>Algorithm Analysis/Design</li><li>Data Structures</li><li>Game Engine Architecture</li></ul>	<ul style="list-style-type: none"><li>Advanced C/C++</li><li>C#</li><li>Python</li></ul>	<ul style="list-style-type: none"><li>Microsoft Visual Studio</li><li>Unity Engine</li><li>Git Source Control</li></ul>	<ul style="list-style-type: none"><li>Levels</li><li>Narrative</li><li>Systems</li></ul>

## ACADEMIC PROJECTS

**AI Programmer | Technical Director** Aug 2023 - Present

*Cats & Critters: A Dungeon Claw-er* — Multiplayer Party Adventure Game (Unity Engine)

- Compile weekly project builds and conduct technical production meetings to maintain project momentum
- Authored a utility-based AI system by implementing response curves to support flexible multiplayer scenarios
- Implemented AI navigation throughout procedurally-generated levels using dynamic navigation meshes

**Systems Programmer | Technical Lead** Oct 2022 - Apr 2023

*Inline: Out of Time* — Time-Attack Action Platformer Game (Custom Engine)

- Cooperated with other leaders to foster collaboration and synergy in an interdisciplinary team of twelve students
- Created and standardized the level content pipeline to enable our design and art teams to iterate efficiently
- Developed a physics system alongside designer goals for player movement to best allow parkour-style action

**Physics Programmer | Level Designer** Jan 2022 - Apr 2022

*Nowhere to Grow* — Physics-Based Puzzle Platformer Game (Custom Engine)

- Implemented an object management system using custom data structures to manage memory resources
- Simulated physical properties such as mass and restitution to calculate impulse forces and resolve collision
- Designed game mechanics and puzzles to showcase physics simulation through player interaction

## ACADEMIC ACHIEVEMENTS AND AWARDS

DigiPen Institutional Full-Tuition Grant Jul 2021

8 Bits to Infinity Text-Only Game Jam Community Choice Award (*of 28 Entries*) Dec 2019

SoHacks 5 Hackathon “Best Intermediate Hack” Award (*of 85 Entries*) Aug 2018

## EDUCATION

**Bachelor of Science in Computer Science and Game Design** Expected: Apr 2025

*DigiPen Institute of Technology* — Redmond, WA

- GPA: 4.0

**Associate of Arts in Liberal Arts** May 2020

*Northeast Lakeview College* — Universal City, TX

- GPA: 4.0

## PROFESSIONAL EXPERIENCE

**Resident Assistant** Apr 2023 - Present

*DigiPen Housing, L.L.C.*

- Plan and execute community engagement programs that provide opportunities to enhance academics
- Support residents through challenges such as culture shock, homesickness, depression, and burnout
- Encourage diversity, inclusion, and accessibility in our community by educating residents on inclusive practices

**Teaching Assistant** Sep 2022 - Jul 2023

*DigiPen Institute of Technology*

- Provided technical assistance to students and teams in areas such as C/C++ and game engine architecture
- Reinforced student learning objectives by addressing specific challenges and complex topics outside of class
- Encouraged team-oriented habits in student teams by demonstrating communication and production techniques