

SALEM RICHIE *TECHNICAL NARRATIVE DESIGNER*

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PROJECT EXPERIENCE

Creative Director Narrative Designer <i>SAROS (Team of 12)</i> — Character-Driven Platformer Game	Jul 2024 - Present
<ul style="list-style-type: none">Established familiarity with existing game premise and storyline to elevate character depth through thematic intentAuthored a living narrative bible detailing characters, worlds, and items to drive immersion through design cohesionProvided feedback during storyboarding of major scenarios to maintain the integrity of intended narrative beatsPartnered with a UI designer to document specifications for each interaction state in the overall game flowPrototyped unique controller mechanics to characterize a non-human protagonist through gameplay	
AI Programmer Technical Lead <i>Cats & Critters: A Dungeon Claw-er (Team of 9)</i> — Multiplayer Party Adventure Game	Aug 2023 - Jul 2024
<ul style="list-style-type: none">Co-founded a nine-person team to develop an approachable multiplayer party game using the Unity EngineDeveloped and designed systems to facilitate both scripted and emergent encounters in a procedural worldDocumented and analyzed playtests with multiple age groups to assess design outcomes and accessibilityDesigned charming thought-bubble signifiers to forecast AI behavior while maintaining the game's whimsy feelEnhanced immersion and storytelling by writing and implementing names and descriptions for each spell	
Systems Programmer Technical Lead <i>Inline: Out of Time (Team of 12)</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 develop and ship a custom C++ game to SteamWrote evocative names and descriptions for each Steam achievement and implemented Steamworks integrationComposed and performed lyrics for the game's soundtrack to bring the stylish dystopia to life through rhythmDeveloped a physics system alongside designer goals for player movement to best allow parkour-style actionCreated tools and asset standards for the level content pipeline to enable efficient design and art iteration	

EDUCATION

Bachelor of Science in Computer Science and Game Design (GPA: 4.0) <i>DigiPen Institute of Technology</i> — Redmond, WA	Expected: Apr 2025
Associate of Arts in Liberal Arts (GPA: 4.0) <i>Northeast Lakeview College</i> — Universal City, TX	May 2020

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

PROFESSIONAL EXPERIENCE

Teaching Assistant Narrative Design <i>DigiPen Institute of Technology</i>	Aug 2024 - Present
Resident Assistant <i>DigiPen Housing, L.L.C.</i>	Apr 2023 - Present
Conference Associate <i>Game Developers Conference (GDC)</i>	Mar 2024

SKILLS

Design	Development	Tools
<ul style="list-style-type: none">Narrative DesignTechnical DesignEncounter Design	<ul style="list-style-type: none">Advanced C++Unreal BlueprintsBug Triaging	<ul style="list-style-type: none">Unreal Engine 5Microsoft ExcelPerforce (Helix Core)