

# SALEM RICHIE *TECHNICAL NARRATIVE DESIGNER*

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## GAME DEVELOPMENT EXPERIENCE

**AI Programmer | Creative Director** Aug 2024 - Present

*Eidolon: Fate of Fools* — Tarot-Inspired Arena Shooter Game (*Collegiate Team of 8*)

- Introduced the mystical tarot theme to elevate card-shooter mechanics such as inverting cards for alternate effects
- Researched traditional tarot games to design 20+ abilities inspired by the symbolism of upright and inverted cards
- Engineered AI behaviors which simulate player-like combat to enhance solo gameplay with emergent variation
- Developed custom air control logic through Behavior Tree tasks to allow AI agents to fluidly traverse surreal arenas
- Evaluated specific design outcomes across 10+ multiplayer playtests by overseeing play and feedback procedures

**Narrative Designer | Creative Director** Jul 2024 - Present

*SAROS* — Character-Driven Co-Op Platformer Game (*Independent Team of 14*)

- Elevated character depth and thematic resonance by expanding upon an existing story premise with authenticity
- Authored a narrative bible to align world-building, characterization, and gameplay through a cohesive design vision
- Collaborated during storyboarding by providing iterative feedback to amplify the impact of key narrative beats
- Partnered with a UI designer to document specifications for state transitions between each in-game interface
- Implemented unique controller mechanics to characterize a non-human protagonist through gameplay features

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

*Inline: Out of Time* — Time-Attack Action Platformer Game (*Collegiate Team of 12*)

- Supervised six engineers to develop and ship a custom-engine game: earning 90% positive Steam reviews
- Composed and performed lyrics for the game's soundtrack to enhance the stylish setting through rhythmic rhetoric
- Rewarded player progression by integrating the Steamworks API and authoring 15+ evocative Steam achievements
- Spearheaded a physics system to capture design outcomes for player movement through stylized parkour action
- Standardized the level content pipeline by creating tools and asset specifications to enable efficient design iteration

## PROFESSIONAL EXPERIENCE

**Resident Assistant** Apr 2023 - Present

*DigiPen Housing, L.L.C.*

**Teaching Assistant | Narrative Design** Aug 2024 - Dec 2024

*DigiPen Institute of Technology*

**Conference Associate** Mar 2024

*Game Developers Conference (GDC)*

## 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

## SKILLS

### Design

- Technical Design
- Quest Design
- Dialogue and Copywriting
- Playtesting and Iteration

### Development

- Unreal Blueprints
- Advanced C++
- Documentation
- Bug Triaging

### Tools

- Unreal Engine
- Unity Engine
- Microsoft Excel
- Perforce (Helix Core)