

SALEM RICHIE *NARRATIVE DESIGNER*

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SKILLS

Design	Writing	Production
<ul style="list-style-type: none">Game Mechanics IntegrationPlaytesting and IterationArt Direction	<ul style="list-style-type: none">WorldbuildingDialogue and Flavor TextDesign Documentation	<ul style="list-style-type: none">Team CommunicationProfessional FeedbackConflict Resolution

GAME DEVELOPMENT EXPERIENCE

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">Researched traditional tarot games to learn the symbolism of upright and inverted card variants, and designed 20+ abilities in a first-person shooter to evoke the stories behind iconic Major Arcana cards through play patternsFacilitated 10+ multiplayer playtests by overseeing play and feedback procedures to assess the effectiveness of specific design elements, allowing iterative improvement of game systems, art assets, and player storiesDirected outcomes for artists by writing art briefs, maintaining design documentation, and steering team-wide vision meetings, which aligned gameplay features with narrative themes by clarifying a cohesive throughlineWrote 300+ text assets including randomized combatant names, unique killfeed verbs for each death scenario, achievement awards, and opt-in comedic variants to deliver both a mystical theme and nostalgic LAN party energy	
Narrative Designer <i>SAROS</i> — Character-Driven Co-Op Platformer Game (<i>Team of 14; Unreal Engine 5</i>)	Jul 2024 - Dec 2024
<ul style="list-style-type: none">Authored a narrative bible to align worldbuilding, characterization, and key plot points by expanding an existing story premise with authenticity, elevating thematic resonance by supporting creation of high quality narrative elementsCollaborated during storyboarding by providing iterative feedback to amplify the impact of key narrative beatsPartnered with a UI designer to document specifications for state transitions between each in-game interface	
Technical Lead <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">Rewarded player progression by integrating the Steamworks API and authoring 15+ witty Steam achievements to evoke “high-octane, low-wage” action, increasing player engagement and earning 90% positive Steam reviewsComposed and performed lyrics for the game’s soundtrack to enhance the stylish setting through rhythmic rhetoric, touching on themes of social disparity and industrialization to deepen worldbuilding in an arcade-style game	

EXTRACURRICULAR EXPERIENCE

Conference Associate <i>Game Developers Conference (GDC)</i>	Mar 2024; Mar 2025
<ul style="list-style-type: none">Demonstrated teamwork and reliability by liaising between staff and attendees to streamline conference operations	
Teaching Assistant Narrative Design <i>DigiPen Institute of Technology</i>	Aug 2024 - Dec 2024
<ul style="list-style-type: none">Provided actionable critique to designers by utilizing professional feedback techniques with respect to creative intent	

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>)	