

SALEM RICHIE *GAMEPLAY PROGRAMMER*

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SKILLS

Development	Languages	Tools	Design
<ul style="list-style-type: none">Algorithm Analysis/DesignData StructuresGame Engine Architecture	<ul style="list-style-type: none">Advanced C/C++C#Python	<ul style="list-style-type: none">Microsoft Visual StudioUnity EngineGit Source Control	<ul style="list-style-type: none">LevelsNarrativeSystems

ACADEMIC PROJECTS

AI Programmer | Technical Director Aug 2023 - Present

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

- Compile weekly development 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