

SALEM RICHIE *NARRATIVE DESIGNER*

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GAME DEVELOPMENT EXPERIENCE

Design Lead & Narrative Designer SYZYGY — Character-Driven Co-Op Platformer Game (<i>Team of 14; Unreal Engine 5</i>)	Jul 2024 - Present
<ul style="list-style-type: none">Maintained a narrative bible to align worldbuilding, characterization, and key plot points by expanding an existing story premise with authenticity, elevating thematic resonance by supporting the creation of high quality narrative elementsPartnered with a UI designer to document comprehensive specifications for in-game state transitions by creating detailed flowcharts and design mockups to clarify user interface needs through the lens of the player experienceCollaborated during storyboarding by providing iterative feedback over the narrative structure, dramatic tension, and characterization to enhance storytelling clarity and amplify the emotional impact of major narrative turning points	
Design Lead Eidolon: Fate of Fools — Tarot-Inspired Arena Shooter Game (<i>Team of 8; Unreal Engine 5</i>)	Aug 2024 - Jul 2025
<ul style="list-style-type: none">Designed 20+ first-person combat abilities inspired by upright and inverted Major Arcana tarot cards, capturing the symbolism behind iconic tarot stories through emotionally-driven player stories in a competitive shooter gameDirected thematic outcomes for artists and designers by communicating implementation details through design documentation, art briefs, and vision meetings while prioritizing cohesion and quality for each in-game featureFacilitated 15+ multiplayer playtests by overseeing play and feedback procedures to assess the effectiveness of specific design elements, allowing iterative improvement of game systems, levels, art content, and player outcomesWrote 300+ text assets including thematic killfeed verbs for each death scenario, achievement awards, randomized combatant names, and optional comedic variants to deliver both a mystical theme and nostalgic LAN party energy	
Technical Lead & Lyricist Inline: Out of Time — 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 reviewsCollaborated with level designers and artists to improve custom pipeline tools for level content, prioritizing iteration speed and asynchronous workflows by enabling level designers to prototype and playtest with minimal art conflictComposed 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	

PROFESSIONAL EXPERIENCE

Conference Associate Game Developers Conference (GDC)	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 DigiPen Institute of Technology	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	

SKILLS

Design	Tools and Strategies	Team Collaboration
Narrative and Game Systems Integration; Ability Design; AI Behaviors; Difficulty Tuning; Art Direction; Worldbuilding Documentation; Playtest Facilitation, Analysis, and Iteration	Unreal Engine 5; Blueprints Scripting; C++; Unity Engine; C#; Microsoft Excel; Perforce Source Control; Bug Triaging; Design Specs to Shippable Feature	Cross-Functional Communication; Content Pipeline Management; Agile Sprints and Retrospectives; Giving and Receiving Feedback

EDUCATION

Bachelor of Science in Computer Science and Game Design DigiPen Institute of Technology — Redmond, WA	Apr 2025
<ul style="list-style-type: none">Class Valedictorian (GPA: 4.0)	