

SALEM RICHIE *NARRATIVE DESIGNER*

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GAME DEVELOPMENT EXPERIENCE

Creative Director <i>Eidolon: Fate of Fools</i> — Tarot-Inspired Arena Shooter Game (<i>Team of 8</i>)	Aug 2024 - Present
<ul style="list-style-type: none">Introduced the mystical tarot theme to elevate card-shooter mechanics such as inverting cards for alternate effectsResearched traditional symbolism to design 20+ abilities inspired by upright and inverted Major Arcana cardsDirected outcomes for artists by writing art briefs and maintaining design documentation to clarify thematic goalsEvaluated specific design solutions across 10+ multiplayer playtests by overseeing play and feedback procedures	
Narrative Designer <i>SAROS</i> — Character-Driven Co-Op Platformer Game (<i>Team of 14</i>)	Jul 2024 - Present
<ul style="list-style-type: none">Elevated character depth and thematic resonance by expanding upon an existing story premise with authenticityAuthored a narrative bible to align worldbuilding, characterization, and gameplay through a cohesive design visionCollaborated 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</i>)	Oct 2022 - Apr 2023
<ul style="list-style-type: none">Supervised six engineers to develop and ship a custom-engine game: earning 90% positive Steam reviewsRewarded player progression by integrating the Steamworks API and authoring 15+ evocative Steam achievementsComposed and performed lyrics for the game's soundtrack to enhance the stylish setting through rhythmic rhetoricStandardized the level content pipeline by creating tools and asset specifications to enable efficient design iteration	

PROFESSIONAL EXPERIENCE

Resident Assistant <i>DigiPen Housing, L.L.C.</i>	Apr 2023 - Present
<ul style="list-style-type: none">Fostered an inclusive resident community by facilitating communication, resolving conflicts, and organizing events	
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	
Conference Associate <i>Game Developers Conference (GDC)</i>	Mar 2024
<ul style="list-style-type: none">Demonstrated teamwork and reliability by liaising between staff and attendees to streamline conference operations	

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	Expected: Apr 2025
<ul style="list-style-type: none">GPA: 4.0	

SKILLS

Design	Writing	Production
<ul style="list-style-type: none">Technical DesignGame Mechanics IntegrationPlaytesting and IterationArt Direction	<ul style="list-style-type: none">Dialogue and Flavor TextWorldbuildingCharacter DevelopmentDesign Documentation	<ul style="list-style-type: none">Team CommunicationProfessional FeedbackConflict ResolutionCommunity Building