

SALEM RICHIE *GAMEPLAY PROGRAMMER*

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ACADEMIC PROJECTS

AI Programmer Technical Lead <i>Cats & Critters: A Dungeon Claw-er</i> — Multiplayer Party Adventure Game	Aug 2023 - Present
<ul style="list-style-type: none">Founded a nine-person team to develop an approachable multiplayer party game using the Unity EngineAuthored a utility-based AI system by implementing response curves to support flexible multiplayer scenariosImplemented AI navigation throughout procedurally-generated levels using dynamic navigation meshesCompile weekly development builds and conduct technical production meetings to maintain project momentum	
Systems Programmer Technical Lead <i>Inline: Out of Time</i> — Time-Attack Action Platformer Game	Oct 2022 - Apr 2023
<ul style="list-style-type: none">Supervised six engineers on a twelve-person team to develop and ship a custom C++ game to SteamDesigned algorithms to optimize level geometry and collision detection resulting in a 26% framerate increaseDeveloped a physics system alongside designer goals for player movement to best allow parkour-style actionCreated tools and asset standards for the level content pipeline to enable efficient design and art iteration	
Physics Programmer Level Designer <i>Nowhere to Grow</i> — Physics-Based Puzzle Platformer Game	Jan 2022 - Apr 2022
<ul style="list-style-type: none">Collaborated on a team of six engineers to create and design a complete game in C across four monthsImplemented an object management system using custom data structures to manage memory resourcesSimulated physical properties such as mass and restitution to calculate impulse forces and resolve collisionDesigned game mechanics and puzzles to showcase physics simulation through player interaction	

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	
Associate of Arts in Liberal Arts <i>Northeast Lakeview College</i> — Universal City, TX	May 2020
<ul style="list-style-type: none">GPA: 4.0	

ACADEMIC 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

PROFESSIONAL EXPERIENCE

Resident Assistant <i>DigiPen Housing, L.L.C.</i>	Apr 2023 - Present
Conference Associate <i>Game Developers Conference (GDC)</i>	Mar 2024
Teaching Assistant C++ and Game Engine Architecture <i>DigiPen Institute of Technology</i>	Sep 2022 - Jul 2023

SKILLS

Development	Languages	Tools	Teamwork
<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">EnthusiasmEmpathyActive Listening