SALEM RICHIE *NARRATIVE DESIGNER*

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SKILLS

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

GAME DEVELOPMENT EXPERIENCE

Design Lead
Aug 2024 - Present

Eidolon: Fate of Fools — Tarot-Inspired Arena Shooter Game *(Team of 8; Unreal Engine 5)*

- 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 game
- Directed 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 feature
- Facilitated 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 outcomes
- Wrote 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

Narrative Designer
Jul 2024 - Dec 2024

SAROS (Unreleased) — Character-Driven Co-Op Platformer Game *(Team of 14; Unreal Engine 5)*

- 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 elements
- Partnered 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 experience
- Collaborated 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

Technical Lead & Lyricist
Oct 2022 - Apr 2023

Inline: Out of Time — Time-Attack Action Platformer Game *(Team of 12; Proprietary Engine)*

- 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 reviews
- Collaborated 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 conflict
- Composed 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

ADDITIONAL EXPERIENCE

Conference Associate
Mar 2024; Mar 2025

Game Developers Conference (GDC)

- Demonstrated teamwork and reliability by liaising between staff and attendees to streamline conference operations

Teaching Assistant | Narrative Design
Aug 2024 - Dec 2024

DigiPen Institute of Technology

- Provided actionable critique to designers by utilizing professional feedback techniques with respect to creative intent

EDUCATION

Bachelor of Science in Computer Science and Game Design
Apr 2025

DigiPen Institute of Technology — Redmond, WA

- Class Valedictorian *(GPA: 4.0)*