

SALEM RICHIE *NARRATIVE DESIGNER*

(971) 208-7169 | saalem.richie.website | saalem@richie.website | [/in/saalem-richie](https://in/saalem-richie)

SKILLS

Design

- Game Mechanics Integration
- Playtesting and Iteration
- Art Direction

Writing

- Worldbuilding
- Dialogue and Flavor Text
- Design Documentation

Production

- Team Communication
- Professional Feedback
- Conflict Resolution

GAME DEVELOPMENT EXPERIENCE

Creative Director

Aug 2024 - Present

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

- Researched traditional tarot games to learn the symbolism of upright and inverted card variants, and designed 20+ abilities in a first-person shooter to evoke the stories behind iconic Major Arcana cards through play patterns
- Facilitated 10+ multiplayer playtests by overseeing play and feedback procedures to assess the effectiveness of specific design elements, allowing iterative improvement of game systems, art assets, and player stories
- Directed outcomes for artists by writing art briefs, maintaining design documentation, and steering team-wide vision meetings, which aligned gameplay features with narrative themes by clarifying a cohesive throughline
- Wrote 300+ text assets including randomized combatant names, unique killfeed verbs for each death scenario, achievement awards, and opt-in comedic variants to deliver both a mystical theme and nostalgic LAN party energy

Narrative Designer

Jul 2024 - Dec 2024

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

- Authored a narrative bible to align worldbuilding, characterization, and key plot points by expanding an existing story premise with authenticity, elevating thematic resonance by supporting creation of high quality narrative elements
- Collaborated during storyboarding by providing iterative feedback to amplify the impact of key narrative beats
- Partnered with a UI designer to document specifications for state transitions between each in-game interface

Technical Lead

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
- 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

EXTRACURRICULAR 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

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

- Class Valedictorian (*GPA: 4.0*)