

AndyBae

Games today can reflect our culture, ideals, and emotional experiences.

I am a **game designer** with significant experience in both **narrative design** and **programming**. I utilize my knowledge across **many technical fields** to bring game projects together, and ensure the gameplay is engaging and leaves a **strong emotional impression**.

I am always looking to apply my various skills in producing exciting game projects.

Skills



Storytelling
LVL 10



Design Docs
LVL 10



Game Design
LVL 9



Unity
LVL 9



Leadership
LVL 9



GameMaker
LVL 9



Videography
LVL 9



Editing
LVL 9



Directing
LVL 8



Git
LVL 8

Education

B.A. (with Distinction) in Interactive Arts and Technology @ Simon Fraser University

Surrey, BC (Sep 2013 - Jun 2020)

- Concentrations in **Media Arts** and **Interactive Systems**
- Co-operative Education (completed 16 months)
- CGPA: 3.73 / 4.33

Awards

- Spring 2018 Dean's Honour Roll + SFU President's Honour Roll
- International Mobility Award (International Exchange)
- x3 Undergraduate Open Scholarship
- SFU Academic Excellence Entrance Scholarship

International Exchange @ Malmo University

Malmo, Sweden (Sep 2018 - Jan 2019)

- Recipient of the International Mobility Award
- Received highest mark on "Storytelling - Narration Across Media"

Club Executive Work @ SFU Manga

Surrey, BC (Oct 2014 - April 2019)

- Co-founder and Vice President
- Managed executive logistics, paperwork, and social media channels, and campus events, including collab events with other clubs

Experience

Narrative Game Designer @ Virtro Entertainment

(Jul 2020 - Present Permanent Full-time @ Remote from home)

Designed and supported game and **UX** development for **Unity VR** and web browser applications, including character dialogue and interactive features.

Accomplishments

- Led design work for a VR **multilinear narrative** series pilot for the Canada Media Fund, focusing on interactions with characters and logic for branching stories
- Designed game prototypes, content, and features for making an emotionally immersive experience with **AI characters**
- Led multiple projects from start to finish by tracking and documenting **functional requirements** between content and tech teams, mediating compromises and alternatives to satisfy both sides when needed

Writer + AI Developer @ Virtro Entertainment

(Apr 2019 Co-op Work Term - Jul 2020 Permanent Full-time @ Vancouver, BC)

Developed dialogue and the system for real-time verbal conversation in a VR language learning environment, while also supporting other teams and projects.

Accomplishments

- Wrote and integrated the majority of dialogue for complex AI-driven characters
- Demonstrated **leadership** for dialogue content production, **improving logistics** with other teams and upper management
- Utilized other skills by coding front-end for a .NET web app, setting up animations in Unity, drawing VR cutscene storyboards, and doing QA

Project Manager + Developer @ "Pitcher and the Whale"

(Apr 2020 - Jul 2020 Personal Project @ Remote from home)

Organized tasks and deadlines, managed Git repo, and **coded all UI/UX elements** of a game featuring a fox rescuing a whale, **now released on Steam**.

Programming Instructor @ School District 43

(Dec 2017 - August 2020 Part-time Work @ Coquitlam, BC)

Made demos and guided children ages 10-18 in **coding practices** and making their own games in Java Processing and **Unity** for SD43 Confucius's Computer Program.

... See my LinkedIn for more roles, and my portfolio website for more projects.



Coquitlam, BC, Canada



[sjandybae.github.io](https://github.com/sjandybae)



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