

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



Java
LVL 7

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 3 work terms)
- CGPA: 3.73 / 4.33

Awards

- Spring 2018 Dean's Honour Roll + SFU President's Honour Roll
- International Mobility Award (International Exchange)
- *3 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
- Handled executive logistics, paperwork, and social media channels
- Worked with student union and other clubs to set up collab events

Experience

Narrative Game Designer @ Virtro

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

Designed and supported development of **game narrative elements** for Unity VR and web browser applications, including character dialogue, **interactive features**, and background processes.

Responsibilities

- **Designed game prototypes**, content, and features that generate an immersive experience and emotional attachment with AI characters
- Facilitated development by tracking and **communicating functional requirements** between upper management and teams involved in story writing, programming, art and audio asset creation, and back-end systems
- Wrote **technical proposals**, protocols, and investigative reports for improving a game content creation and management interface

Writer + AI Developer @ Virtro

(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.

Responsibilities

- Wrote and integrated **dialogue for complex AI-based characters**
- Demonstrated **leadership** for dialogue content production, **managing and proposing logistical improvements** while coordinating with other teams
- Pitched story ideas, VR cutscene direction, and ways to **gamify current systems**
- Supported other teams by **coding front-end** for a .NET web app, setting up Unity Animators, making storyboards and mood boards, and reporting bugs

Project Manager + Developer @ "Pitcher and the Whale"

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

Managed tasks and deadlines for a team of four and assisted in the coding of a platforming game featuring a fox rescuing a whale, **now released on Steam**.

Programming Instructor @ SD43 Confucius Institute

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

Made demos and taught children ages 10-18 **coding concepts** and how to make 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



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