

Andy Bae

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As an Interactive Arts and Technology student with over 8 years of experience using various creative and programming software, I believe that immersion and interactivity are significant to crafting an experience that moves people and changes their world. My goal is to bridge the gap and promote understanding between different groups of people through the stories I share and the experiences I create.

SKILLS

Adobe Software

Photoshop (8 yrs)

Flash (7 yrs)

Premiere Pro (8 yrs)

After Effects (5 yrs)

Illustrator (5 yrs)

InDesign (5 yrs)

Other Software

HTML+CSS (4 yrs)

JavaScript+jQuery (3 yrs)

PHP/CodeIgniter (2 yrs)

Autodesk Maya (2 yrs)

Unity+C# (3 yrs)

Eclipse+Processing (Java) (4 yrs)

Process Skills

- Concept sketching/mockups
- Planning out work schedules
- Consolidating and documenting ideas

Other Skills

- Leadership and representative skills
- Teaching
- Filmography and direction
- Graphical user interface design
- Academic, business, and story writing

EXPERIENCE

Writer + Developer - Virtro Entertainment (2019 Co-op Work Term)

Skills

- Unity+C#
- JavaScript+jQuery
- .NET
- Academic, business, and story writing
- Filmography and direction
- Leadership and representative skills

Developed dialogue and the system for real-time verbal conversation in Virtro's "Argotian", a VR language learning environment with story-driven gameplay, while contributing to other teams and subprojects.

Contributions

- Wrote and integrated dialogue for **complex AI-based characters**, including node organization, condition setting, and AI training
- Demonstrated **leadership** for dialogue content production, managing system improvements while **coordinating** with other development teams
- Pitched story ideas, setting information, and **VR cutscene direction** through writing, storyboards, and Photoshop mood boards
- Developed front-end for a **.NET web interface** that navigates and displays **player data** for developers and consumers to use

Programming Instructor - SD43 Confucius Institute (2017 - Present Part-time Work)

Skills

- Processing (Java)
- Unity+C#
- Teaching
- Planning out work schedules
- Consolidating and documenting ideas

Created and applied a curriculum to teach children ages 10-18 how to develop games in Processing and Unity for SD43 Confucius's Computer Program.

Contributions

- Took over for previous instructor partway, having to quickly learn each student's progress and level of understanding in **Processing**
- Prepared **weekly** lessons and **demos** that would help students work towards building their own complete games in Processing and **Unity**
- **Flexibly** updated curriculum and provided **guidance** to students based on observations of where they were struggling

Web and Mobile Designer/Developer - Childs Play (2016 - 2017 Co-op Work Term)

Skills

- HTML+CSS
- JavaScript+jQuery
- PHP/CodeIgniter
- Graphical user interface design
- After Effects
- Planning out work schedules
- Concept sketching/mockups

Remotely developed an MVP for a new start-up company facilitating child recreational activity searching and registration for parents, acting as lead web developer and creative partner to the CEO.

Contributions

- Improved and thoroughly **documented** versions of **PHP** web application for two different user groups based on focus group feedback
- **Self-directed** own training, learning PHP/CodeIgniter via **online tutorials**
- Set and followed **own work timeline**, booking monthly meetings with the CEO to report progress, ask questions, or **pitch new ideas**
- Sketched, pitched, and created marketing assets, including animated videos in **After Effects** and social media content

EDUCATION

School of Interactive Arts and Technology, B.A. Simon Fraser University (2013 - present)

GPA: 3.73/4.33

Recipient of the **SFU Academic Excellence Entrance Scholarship** and the **Undergraduate Open Scholarship**

Concentrations in **Media Arts** and **Interactive Systems**

Co-founder and **Vice President** of the SFU Manga Club in charge of **logistics** and **social media**

Relevant Courses

- Game Design
- Immersive Environments
- Media Across Cultures
- Multimedia Programming
- Animation
- Writing Methods for Research

International Exchange at Malmo University (Sep 2018 - Jan 2019)

Recipient of the **International Mobility Award**

Completed **"Storytelling - Narration Across Media"** with high marks