

# 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 the development and **UX design** for Unity VR and web browser applications, including character dialogue and **interactive features**.

#### Accomplishments

- Led design work for a **multilinear VR 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-based characters**
- Demonstrated **leadership** for dialogue content production, **proposing logistical improvements** 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 UX design 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)



[linkedin.com/in/sjandybae](https://linkedin.com/in/sjandybae)



[sjandybae@gmail.com](mailto:sjandybae@gmail.com)