AndyBae

Games reflect our culture, ideals, and emotional experiences.

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

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

Main Skills

- Game Design
- Design Docs
- Leadership
- Storytelling
- Unity
- Unreal Engine
- GameMaker
- Version Control

Other Skills

- 2D + 3D Animation
- Adobe Creative Suite
- Java + JavaScript
- Video + Audio Editing

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 (16 months)
- GPA: 3.73 / 4.33

Awards

- Dean's Honour Roll
- SFU President's Honour Roll
- ×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 grade for 4 month course: **"Storytelling - Narration Across Media"**

Club Executive Work @ SFU Manga

Surrey, BC (Oct 2014 - April 2019)

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

Experience

Game Designer @ This Game Studio

(Oct 2022 - Oct 2023 Full-time @ Remote from home)

Worked with a **team of designers** on designs and narrative for new features and content updates on a **top-selling free-to-play mobile game**.

Accomplishments

- Acted as **feature owner** for several new updates, managing all documentation and changes, to **meet release dates** determined by a publisher company
- Handled **localization** for almost all new features, improving processes and coordinating with UX designers and localization managers at other companies
- Took charge of **writing story beats** and **branching dialogue text** for ongoing narrative-driven content

Game Designer + Unity Developer

(Mar - Sep 2022 Full-time Contract @ Burnaby, BC)

Wrote **design documentation** for anonymous game company's first project, and directly supported **development in Unity** with front-end and client operations.

Narrative Game Designer @ Virtro Entertainment

(Jul 2020 - Mar 2022 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 for game prototypes, content, and features by making documents, **flowcharts**, maps, **storyboards**, diagrams, and project board tasks
- Led multiple projects from start to finish by tracking and documenting **functional requirements** between content, tech, and management, mediating compromises and alternatives to accommodate all sides when needed

Game Designer + Project Manager @ "Pitcher and the Whale"

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

Managed tasks and Git repo, and **wrote specifications** for mechanics, enemies, and UI/UX of a game featuring a fox rescuing a whale, **now released on Steam**.

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