

AndyBae

Games can 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 **inspires 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



Git Repos

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
- 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 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

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 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

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
- Acted as **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

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**.

Programming Instructor @ School District 43

(Dec 2017 - Present 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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