Andy Bae

Games today embody our culture, ideals, and emotional experiences.

I am a **narrative designer** with significant experience in both storytelling and programming for games and applications. I like to utilize my knowledge across many technical fields to find cost-efficient solutions, but also artistic purpose in the game projects I work on.

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

Skills

Storytelling LVL 10	Documentation LVL 10
Game Design LVL 9	Unity LVL 9
Leadership LVL 9	Editing LVL 9
Videography LVL 9	Full Stack LVL 8
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 @ Vancouver, BC)

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

Contributions

- **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 conceptual proposals, technical overviews, 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.

Contributions

- 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

Programming Instructor @ SD43 Confucius Institute

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

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

- Prepared weekly lessons and demos to help students **understand coding concepts** and work towards building complete games in **Processing and Unity**
- Flexibly updated curriculum and gave additional guidance to struggling students
- Supported hiring new instructors by posting ads and conducting interviews

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

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