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	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 16 months)
- 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
- Managed executive logistics, paperwork, and social media channels, and campus events, including collab events with other clubs

Experience

Narrative Game Designer @ Virtro

(Jul 2020 - Present Permanent Full-time @ Remote from home)

Designed and supported development 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** for upper management and teams involved in story writing, programming, art and audio asset creation, and back-end systems

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.

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)

Led a team of four in managing deadlines and tasks, and **assisted the coding** of a platforming game featuring a fox rescuing a whale, **now released on Steam**.

Programming Instructor @ SD43 Confucius Institute

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

Made demos and guided children ages 10-18 in **coding concepts** 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.