AndyBae

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

I am an aspiring game **narrative designer** with significant experience in both storytelling through various media, and coding 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.

Skills

Storytelling LVL 10
Game Design LVL 9
Documentation LVL 10
Unity LVL 9
Leadership LVL 9
Videography LVL 9
Editing LVL 9
Full Stack LVL 8
Direction LVL 8
Teaching LVL 8
Java LVL 7
Oculus LVL 6

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

Writer + AI Developer @ Virtro Entertainment

(Apr 2019 Co-op Work Term - Present Full-time Work @ Vancouver, BC)

Developed dialogue and the system for real-time verbal conversation in Virtro's "Argotian", a VR language learning environment with story-driven gameplay, while also contributing to 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 - Present 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

Web and Mobile Designer/Developer @ Childs Play

(Oct 2016 - Jan 2018 Co-op Work Term @ Remote from home)

Remotely developed an MVP for a web app that facilitates child recreational activity search and registration for parents, acting as lead web developer and creative partner to the CEO.

Contributions

- Improved and did version control for a **PHP web application** for two different user groups based on focus group feedback
- **Self-directed own training**, learning PHP/CodeIgniter via online tutorials
- Set and followed **own work timeline,** booking weekly meetings with the CEO
- Pitched and created social media assets, including **animated videos**