Andy Bae

Narrative Designer

- **6+ years** of professional experience developing indie and AAA games as a narrative designer, game designer, producer, QA, and programmer
- Specialized in **memorable characters and dialogue** targeted for specific audiences, utilizing gameplay and **technical constraints** for rich storytelling
- Created and directed development for "Yet Another Killing Game", a highly rated **self-published indie game** on Steam with avid fans and high sales metrics

Location
Vancouver, BC, Canada

Portfolio Website
sjandybae.github.io

LinkedIn
linkedin.com/in/sjandybae

Email
sjandybae@gmail.com

EXPERIENCE

Team YAKG (01/2024 – 01/2025)

Director / Game Designer / Narrative Designer

Assembled and led a remote team for a bootstrapped **story-rich indie game**, now released on Steam with a **99% positive rating** and 1500+ units sold.

- Managed a 10-month production pipeline using spreadsheets and kanban boards for art, audio, and music to meet monthly milestones without fail.
- Assigned, negotiated, and tracked tasks for 10+ team members, addressing blockages and feedback to ensure consistently high efficiency and quality.
- Authored **10,000+ lines of dialogue** across **10+ branching routes** and 20+ original Python scripts as the lead writer and programmer.

This Game Studio (10/2022 – 10/2023)

Game Designer

Collaborated with 5+ senior executives to design and introduce **1 year of major story updates** for a top-selling F2P mobile game in the merge-3 genre.

- Designed 10+ new features to improve quality of life and KPIs, presenting them via slidedecks, mock-ups, flowcharts, data analysis, and more tools.
- Directed localization processes and improvements to **increase efficiency by 50%** across all departments, including in external companies.
- Authored 100+ lines of game text and dialogue for a **custom Unity system**.

Virtro Entertainment (07/2020 – 03/2022)

Narrative Game Designer

- Led designs for branching storylines and **5+ custom Unity systems** for a multilinear VR series pilot backed by the Canada Media Fund.
- Researched and wrote 1000+ dialogue lines in a proprietary **AI conversation engine** for 10+ language learning, training, and interview simulations.

See my full work history on my LinkedIn profile.

SKILLS

Unity, Unreal Engine, Godot
Figma, Miro
C#, Blueprints, Python
Git, Perforce
Jira, Confluence

Narrative Design
Branching Dialogue Paths
Gameplay Mechanics Design
Technical Systems Design
Design Documentation
Prototyping and Playtesting

Cross-functional Leadership
Team Collaboration
Agile Management
Milestones and Pipelines
Japanese and Korean Fluency

EDUCATION

Bachelor of Arts (06/2020)
Interactive Arts & Technology

Simon Fraser University
Surrey, BC, Canada

- CGPA 3.73/4.33
- Concentrations in Media Arts + Interactive Systems
- Co-op: 16 months
- SFU Manga: Co-founder and Vice President