Andy Bae

Game Designer

- **5+ years** of professional experience in indie and AAA games for Game Design, Narrative Design, and Project Leadership
- Specialized in **cross-disciplinary communication** and directing priorities and iterations while heeding the game's target audience and **technical constraints**
- Created and self-published "Yet Another Killing Game", a **popular indie game** on Steam with an enthusiastic fanbase and community

Location
Coquitlam, B.C., Canada

Portfolio Website
sjandybae.github.io

LinkedIn
linkedin.com/in/sjandybae

Email
sjandybae@gmail.com

EXPERIENCE

Project: "Yet Another Killing Game" (YAKG)

Creator, Game Designer, Team Leader, and multiple other roles

January 2024 – January 2025

- Assembled and led a remote team for a self-started indie game, now released on Steam with a "Very Positive" rating and **90+ positive reviews**.
- Managed a 10-month **production pipeline** for 10+ team members with Google Sheets to maintain consistent monthly deliverables for art, audio, and music.
- Authored **10,000+ lines of dialogue** across 10+ branching routes and 10+ **original Python scripts** as the lead writer and programmer.

This Game Studio

Game Designer

October 2022 – October 2023

- Collaborated with creative leads to design and introduce **major content updates** for a top-selling F2P merge-3 mobile game.
- Designed 10+ new features to improve quality of life and **monetization**, and presented them via Google Slides, Canva, draw.io **flowcharts**, and more.
- Authored 100+ lines of game text and dialogue for a **custom Unity system**.
- Led localization processes and improvements to **optimize game development across all departments**, including in external companies.

Virtro Entertainment

Narrative Game Designer

July 2020 – March 2022

- Designed branching storylines and **content systems for development in Unity** for a multilinear VR series pilot backed by the Canada Media Fund.
- Researched and wrote 1000s of dialogue lines for a proprietary **AI conversation engine** used in education, training, and interview simulations.

See my full work history on my LinkedIn.

SKILLS

Unity
Unreal Engine
Blueprints (Visual Scripting)
Java + C# + Python
Adobe Creative Suite
Git (Source Control)

Prototyping + Iteration
Design Documentation
Teamwork + Leadership
Pipeline Management
Storytelling + Dialogue
Public Speaking
Japanese + Korean

EDUCATION

Simon Fraser University

B.A. (with Distinction) in Interactive Arts and Technology (CGPA 3.73/4.33)

June 2020

Surrey, BC

- Completed 16 months of Co-op Education
- Studied "Narration Across Media" abroad at Malmö University in Sweden
- Co-founder and Vice President of SFU Manga