

Andy Bae

Game Designer

- **6+ years** of professional experience developing indie and AAA games as a game designer, narrative designer, producer, QA, and programmer
- Specialized in **cross-disciplinary communication**, directing priorities and milestones to satisfy target audiences, stakeholders, and **technical constraints**
- 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 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 content 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.

SKILLS

Unity, Unreal Engine, Godot

C#, Blueprints, Python

Git, Perforce

Jira, Confluence

Figma, Miro

Narrative Design

Gameplay Mechanics Design

Technical Systems Design

Design Documentation

Prototyping and Playtesting

Branching Dialogue Paths

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

See my full work history on my [LinkedIn](#) profile.