

# Andy Bae

## Game Producer

- **6+ years** of professional experience developing indie and AAA games as a producer, project manager, game designer, narrative designer, and QA
- Specialized in **cross-disciplinary communication**, directing priorities and milestones to satisfy target audiences, stakeholders, and **technical constraints**
- Produced and directed development for "[Yet Another Killing Game](#)", a highly rated **self-published indie game** on Steam with avid fans and high sales metrics

## EXPERIENCE

### Team YAKG (01/2024 – 01/2025)

#### Director / Producer / Game Designer

Assembled and led a remote team for a bootstrapped indie game, now released on Steam with a 99% positive rating.

- 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 high quality and **zero production delays**.
- Drove game marketing and outreach, creating **engaging content** to raise wishlists, sales, and other KPIs, **exceeding targets by 200%** in 6 months.

### 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 slideshows, 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)

#### XR Simulation Designer

- Led designs for branching storylines and **5+ custom Unity systems** for a multilinear VR series pilot backed by the Canada Media Fund.
- Entered 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.

#### Location

Vancouver, BC, Canada

#### Portfolio Website

[sjandybae.github.io/producer-portfolio/](https://sjandybae.github.io/producer-portfolio/)

#### LinkedIn

[linkedin.com/in/sjandybae](https://linkedin.com/in/sjandybae)

#### Email

[sjandybae@gmail.com](mailto:sjandybae@gmail.com)

## SKILLS

Jira, Confluence

Git, Perforce

Figma, Miro

Unity, Unreal Engine, Godot

C#, Blueprints, Python

#### Design Documentation

Prototyping and Playtesting

Gameplay Mechanics Design

Technical Systems Design

Narrative Design

#### 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