

# Andy Bae

## Narrative Designer

- **5+ years** of professional experience in indie and AAA games for Narrative Design, Game Design, and Project Leadership
- Specialized in crafting **emotional stories** and memorable characters while incorporating the game's unique features and **technical constraints**
- Created and self-published "[Yet Another Killing Game](#)", a **popular story-rich indie game** on Steam with an enthusiastic fanbase and community

### Location

Coquitlam, B.C., Canada

### Portfolio Website

[sjandymae.github.io](https://sjandymae.github.io)

### LinkedIn

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

### Email

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

## EXPERIENCE

### Project: "Yet Another Killing Game" (YAKG)

*Creator, Narrative Designer, Team Leader, and multiple other roles*

January 2024 – January 2025

- Assembled and led a remote team for a self-started story-rich 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 spreadsheets to keep 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 introduce **new stories to the existing IP** of 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 Designer*

July 2020 – March 2022

- Designed branching storylines and **narrative systems** to be developed in Unity for a multilinear VR series pilot backed by the Canada Media Fund.
- Researched and wrote **1000+ 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)

### Storytelling + Dialogue

Branching Flowcharts

Prototyping + Iteration

Design Documentation

Public Speaking

Teamwork + Leadership

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