

BERNICE WONG

3D ARTIST

CONTACT

[Email](#) • [LinkedIn](#)
[Portfolio](#)

RELEVANT WORK EXPERIENCE

- **LOFTY SKY ENTERTAINMENT**
JAN 2022 - JUN 2022
3D Unity Artist (Contractor)
Sky of Tides, a narrative adventure game with elements of exploration and customization
- **BITHEADS**
JUN 2021 - SEP 2021
3D Artist (Contractor)
AT&T Flex App 3.0, an app for mobile devices that provides interactive guided installations for AT&T technicians
- **TWENTY BILLION NEURONS (20BN)**
OCT 2020 - APR 2021
3D/Technical Artist Intern
FitnessAlly, an AI-driven fitness app for iOS and Android devices
- **UNIVERSITÉ DE SHERBROOKE**
SEPT 2019- DEC 2019
3D Modeller (Contractor)
Algorinthe, an education game for VR/Android devices
- **BWP PROGRESSIVE ART SCHOOL**
MAY 2017 - MAR 2020
Fine Arts Teacher
- **BGN LAB**
MAY 2017 - AUG 2017
2D Environment Artist
6-Degrees/Casual Critters, a series of mini-games for the Ontario Ministry of Environment

SOFTWARE

Modelling

Blender, Maya, 3DS Max

Texturing/2D Work

Substance Painter, Adobe Photoshop, CLIPSTUDIO PAINT

Engines

Unity 3D

Source Control

Github, GitLab, Perforce, Source Tree

Agile

Jira, ClickUp, Trello

ABOUT ME

I am a dedicated 3D artist with 3+ years of experience in 3D modelling for games. With a technical understanding of game design and a background in fine arts, I ensure the work I create is not only visually appealing, but also serves the intentions of the game's design.

QUALIFICATIONS

ASSET CREATION

- Created functional 3D assets for PC, mobile, and VR platforms based on provided concepts
 - Displayed adept ability of taking assets through the entire 3D art production pipeline
 - Experienced in texturing and UV unwrapping both hand-painted and PBR assets
- Demonstrated a clear understanding of colour theory, design, and composition
- Seamlessly adhered to existing art styles and technical constraints of projects

IMPLEMENTATION & OPTIMIZATION

- Optimized assets through retopologization, LOD creation, and proper UV map formatting
- Lit scenes and baked light maps in-engine
- Created shaders with Unity's URP shader graph
- Has an understanding of technical limitations regarding graphics of platforms and engines

COMMUNICATION

- Met deadlines and organized meetings with clients
- Iterated on work based on feedback
- Worked remotely and under pressure on various projects with interdisciplinary teams
- Researched and developed new workflows with other team members
- Participated in agile workflows, attended daily scrum meetings, sprints, and sprint reviews

EDUCATION

Honours Bachelor of GAME DESIGN - - - - - 2017 - 2021
SHERIDAN COLLEGE

BA in DIGITAL FUTURES (partial) - - - - - 2015 - 2017
OCAD UNIVERSITY