

# BERNICE WONG

## TECHNICAL ARTIST

### CONTACT

[Email](#) · [LinkedIn](#)

[Portfolio](#)

### PROFILE

I'm a [Technical Artist located in Toronto, Ontario](#) with a background in fine arts. I've worked on PC, mobile and console titles, most recently having worked with the team at Compulsion Games to ship *South of Midnight* (2025). I'm super passionate about deep-diving into performance investigations and optimization techniques, as well as learning about new workflows and tech. I'm constantly working to improve my own skills to be the best Technical Artist I can be.

### CORE SKILLS

- Asset optimization and in-engine implementation
- Performance investigation
- Tech exploration and research
- Documentation
- Material/shader creation
- VFX creation
- Scripting (UE Blueprint, C#)
- 3D Modelling & Texturing

### PROFICIENT SOFTWARE

#### GAME ENGINES

- Unreal 4/5
- Unity 3D
- Glitch

#### DOCUMENTATION

- Confluence
- Notion
- Microsoft Suite

#### 3D MODELLING/ TEXTURING

- Autodesk Maya
- 3DS Max
- Blender
- Substance Painter
- Photoshop

#### SOURCE CONTROL

- Github
- Perforce
- Tortoise SVN

#### PERFORMANCE

- PIX
- Unreal Insights

### WORK EXPERIENCE

#### TECHNICAL ARTIST (contract)

Compulsion Games (Xbox Game Studios)

July 2024 - Present

- Contributed to an *unannounced title* (developed in Unreal Engine 5)
  - Researched, established and championed UE5 best practices; communicated to artists regarding recommended content-creation workflows based on findings from performance investigations
  - Expanded the breadth and depth of the studio knowledge base of UE5 and its systems, facilitating studio-wide technology adoption decisions
  - Presented current and future performance challenges to the multidisciplinary performance team during bi-weekly performance meetings
  - Conducted deep dives into UE5 technologies in collaboration with Core Engine Programmers
  - Co-created new technology workflows and pipelines with the Environment and VFX art teams
  - Explored tech options with VFX and lighting artists, including solutions for fluid simulation and fog
  - Prototyped fluid simulations and shaders according to concept art, under the guidance of the Art Director
  - Developed conclusive AB Test methodology, utilizing a toolchain that consisted of Perforce, TeamCity, Hermes, XBox GDK, and PIX
  - Reviewed, profiled, validated, and implemented default rendering settings to project files
- Contributed to closing and shipping *South of Midnight* (April 2025; Xbox Series S/X, PC, PS5, Switch 2; Bafta Award winner, Game Award winner, Canadian Game Awards winner, Digital Foundry Recommendation)
  - Supported the team's data validation and optimization efforts leading up to the game's launch
  - Re-engineered existing rain technology to hit performance targets without compromising visual quality
  - Fixed hundreds of build-data related problems including HLOD system-related bugs that appeared days before shipping
  - Identified the cause of console-only VFX bugs in conjunction with Core Engine, and guided artists to fix them
  - Found causes and provided solutions to vexing console hitches by deep diving into frame render timings using PIX and the XBox GDK

# BERNICE WONG

## TECHNICAL ARTIST

### CONTACT

[Email](#) · [LinkedIn](#)

[Portfolio](#)

## WORK EXPERIENCE CONTINUED

### TECHNICAL ARTIST

Gameloft Toronto

May 2023 - Feb 2024

- Was part of the studio's core team and reported directly to the studio's Art Director
- Supported all projects that the studio was working on, including *Disney Magic Kingdoms* (iOS, Android) and various unannounced prototype projects
- Optimized and integrated art assets for latest *Disney Magic Kingdoms* updates to the Glitch engine (an internal rendering engine), delivering required data in a timely manner
- Troubleshoot and fixed visual issues regarding VFX that were imported to Unity for an unannounced project
- Edited and improved existing art and VFX asset importer scripts, including BDAE material importer scripts
- Investigated and resolved various issues regarding texture sizes and broken shaders in Unity
- Provided technical support for artists

### TECHNICAL ARTIST (contract)

The Beans Team

Sept 2022 - Feb 2023

- Contributed to an *unannounced new IP to-have-been published* by Devolver Digital
- Created VFX using Niagara in Unreal 4.27
- Set up various light fixtures based on team needs
- Implemented VFX to existing Blueprint systems
- Researched and tested newer and more optimized approaches to creating VFX in Unreal
- Experimented with fluid simulations using Niagara simulation stages and other advanced Niagara techniques
- Edited existing Niagara systems to improve gameplay feedback
- Provided technical support regarding tools under tech art's ownership

### 3D/TECHNICAL ARTIST INTERN

Twenty Billion Neurons (20bn)

Oct 2020 - Apr 2021

- Contributed to *FitnessAlly*, an AI-driven fitness app for Android and iOS devices
- Built, implemented, and lit a new gym environment in Unity
- Created custom shaders using Unity's URP shader graph
- Researched and tested post-process plugin performance and delivered findings to team
- Ensured that created assets fit the optimization requirements of the app

### FINE ARTS TEACHER

Beware Wet Paint Progressive Art School

May 2017 - Mar 2020

- Taught students aged 4 - 17 fine art skills and techniques
- Performed technical demonstrations and delivered project briefs
- Advised students in preparing portfolios for post-secondary & high school art programs

## EDUCATION

Honours Bachelor of GAME DESIGN (graduated with honours)

Sheridan College

2017 - 2021

BA in DIGITAL FUTURES (partial)

OCAD University

2015 - 2017