

BERNICE WONG

3D ARTIST

CONTACT

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

PROFILE

I'm a 3D artist located in Toronto, Ontario with 3+ years of experience working on the design and visuals of both mobile and PC 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.

CORE SKILLS

- 3D Modelling
- Texturing
- UV unwrapping
- Asset optimization
- In-engine art asset implementation

PROFICIENT SOFTWARE

MODELLING/SCULPTING:

- Autodesk Maya
- Autodesk 3DS Max
- Blender

TEXTURING

- Adobe Photoshop
- Substance Painter

GAME ENGINES:

- Unity 3D
- Unreal 4

AGILE

- Jira
- Trello

SOURCE CONTROL:

- Github
- GitLab
- Perforce
- Source Tree

WORK EXPERIENCE

UNITY 3D ARTIST (contract) LOFTY SKY ENTERTAINMENT

Duties

- Spearheaded a major pillar of the game's design
- Designed, modelled, and textured environments and exploration/customization props
- Implemented sets and props to Unity
- Worked closely with the Art Director regarding visual direction

JANUARY 2022 -
PRESENT

KEY PROJECT: SKY OF TIDES

A NARRATIVE ADVENTURE
GAME WITH ELEMENTS OF
EXPLORATION AND
CUSTOMIZATION

3D ARTIST SAFYRE LABS

Duties

- Rendered and composited solo jewelry renders using Photoshop
- Built on-fig models for existing jewelry using Rhino 3D

SEPTEMBER -
NOVEMBER 2021

KEY PROJECT: JEWELRY BLACK FRIDAY & HOLIDAY ADS

3D ARTIST (contract) BITHEADS

Duties

- Optimized and polished existing models of AT&T installations for Unity implementation
- Modelled and textured new installations in Maya and Substance Painter
- Reviewed reference material and technical instruction manuals closely for accurate re-modelling and re-creation of installations

JUNE -
SEPTEMBER 2021

KEY PROJECT: AT&T FLEX APP 3.0

AN APP FOR MOBILE
DEVICES THAT INSTRUCTS
TECHNICIANS ON AT&T
INSTALLATIONS

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WORK EXPERIENCE CONTINUED

3D/TECHNICAL ARTIST INTERN TWENTY BILLION NEURONS

OCTOBER 2020 -
APRIL 2021

Duties

- Conceptualized environments and built a new gym environment in Unity
- Modelled props with Blender, textured models in Substance Painter
- Implemented and lit new gym environments in Unity
- Created custom shaders using Unity's URP shader graph
- Communicated with marketing team, manager, and product owner for product direction

KEY PROJECT:
FITNESSALLY
AN AI-DRIVEN FITNESS APP
FOR IOS/ANDROID DEVICES

3D MODELLER, CONCEPT ARTIST (contract) UNIVERSITY OF SHERBROOKE

SEPTEMBER -
DECEMBER 2019

Duties

- Created environment concepts
- Sculpted, retopologized, modelled, rigged, skinned, and animated character and environment models in Blender
- Created custom shaders using Unity's URP shader graph

KEY PROJECT:
ALGORINTHE
A CROSS-PLATFORM
EDUCATIONAL GAME FOR
OCCULUS RIFT AND ANDROID
DEVICES

FINE ARTS TEACHER BEWARE WET PAINT PROGRESSIVE ART SCHOOL

MAY 2017 - MARCH 2020

Duties

- 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 Sheridan College	2017 - 2021
BA in DIGITAL FUTURES (partial) OCAD University	2015 - 2017

INTERESTS

- World Building
- Outdoor sketching
- Cooking
- Learning new workflows & software