

BERNICE WONG

TECHNICAL ARTIST

CONTACT

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

PROFILE

I'm a [Technical Artist](#) located in [Toronto, Ontario](#) with a technical understanding of game design and a background in fine arts. Also as an experienced 3D artist, I have a strong understanding of the 3D game asset development pipeline and asset optimization. I'm super passionate about learning new skills, workflows, and software!

CORE SKILLS

- Material/shader creation
- VFX Creation
- Scripting
 - Unreal Blueprint
 - C#
 - HLSL/GLSL
- Asset optimization and in-engine implementation
- 3D Modelling & Texturing

PROFICIENT SOFTWARE

GAME ENGINES

- Unreal
 - Niagara
 - Material graph
- Unity 3D
 - Shader graph

SOURCE CONTROL:

- Github
- Perforce

AGILE

- Jira
- Trello

3D/TEXTURING SOFTWARE

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

WORK EXPERIENCE

TECHNICAL ARTIST Gameloft Toronto

May 2023 -
February 2024

Duties

- Integrated art assets for latest updates to the Glitch engine (an internal rendering engine) for Disney Magic Kingdoms
- Troubleshooted and fixed visual issues regarding VFX that have been imported to Unity for an unannounced project
- Edited and improved existing art asset importer scripts, including BDAE material importer scripts
- Investigated/solved various issues regarding broken shaders in Unity and texture size
- Provided technical support for artists

Key Projects:

Disney Magic Kingdoms

An unannounced title
made with Unity

TECHNICAL ARTIST (contract) The Beans Team

September 2022 -
February 2023

Duties

- Created VFX using Niagara (UE4's VFX system)
- Set up various light fixtures based on team needs
- Implemented VFX to existing Blueprint systems
- R&D-ed more optimized approaches to creating VFX
- Experimented with fluid simulations using Niagara simulation stages
- Edited existing Niagara systems to improve gameplay feedback
- Provided technical support when requested

Key Project:

An unannounced new IP
to-have-been published
by Devolver Digital

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WORK EXPERIENCE CONTINUED

UNITY 3D ARTIST (contract) Lofty Sky Entertainment

Duties

- Spearheaded a major pillar of the game's design
- Modelled and textured environments assets and props
- Implemented customization sets and props into Unity

January -
June 2022

Key Project:
Sky of Tides

A narrative adventure game
with exploration and
customization elements

3D ARTIST (contract) Bitheads

Duties

- Modelled, textured, optimized and polished existing models of AT&T installations for Unity implementation
- Reviewed reference material and technical instruction manuals for accurate re-modelling of installations

June -
September 2022

Key Project:
AT&T Flex App 3.0

An app for mobile devices
that instructs technicians on
installing AT&T devices

3D/TECHNICAL ARTIST INTERN Twenty Billion Neurons (20bn)

Duties

- Built, implemented, and lit a new gym environment in Unity
- Modelled props with Blender, textures models in Substance Painter
- Created custom shaders using Unity's URP shader graph
- Researched and prototyped visuals with plugin candidates
- Tested post-processing plugin performance and delivered findings to team
- Ensured that assets fit the optimization requirements of the app

October 2022 -
April 2021

Key Project:
Fit n essAlly

An Ai-driven fitness app for
Android/iOS devices

FINE ARTS TEACHER

Beware Wet Paint Progressive Art School

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

May 2017 -
March 2022

EDUCATION

Honours Bachelor of GAME DESIGN 2017 - 2021
Sheridan College

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

INTERESTS

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