

BERNICE WONG

TECHNICAL ARTIST

CONTACT

[Email](#) • [LinkedIn](#)

[Portfolio](#)

RELEVANT WORK EXPERIENCE

- **GAMELOFT TORONTO**
MAY 2023 - FEB 2024
Technical Artist
Disney Magic Kingdoms,
Unnamed Unity Project
- **THE BEANS TEAM**
SEPT 2022 - FEB 2023
Technical Artist
An unannounced new IP to-have-
been published by Devolver Digital
- **TWENTY BILLION NEURONS (20BN)**
OCT 2020 - APR 2021
3D/Technical Artist Intern
FitnessAlly, an AI-driven fitness
app for iOS and Android devices
- **BWP PROGRESSIVE ART SCHOOL**
MAY 2017 - MAR 2020
Fine Arts Teacher

SOFTWARE

Engines

Unity 3D, Unreal Engine

Scripting

Visual Studio Code, Notepad++

Shader/Vfx creation

Shader graph (Unity), material graph
(Unreal), Niagara (Unreal)

3D Software

Blender, Autodesk Maya, 3DS Max

Source Control

Github, GitLab, Perforce, Source Tree,
Tortoise SVN

Agile

Jira, ClickUp, Trello

EDUCATION

Honours Bachelor of GAME DESIGN
Sheridan College 2017 - 2021

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

ABOUT ME

I'm a Technical Artist located in Toronto, Ontario with a technical understanding of game design and a habackground in fine arts. Also as an experienced 3D Artist, I have a stong understandig of the 3D game asset development pipeline and asset optimization. I'm super passionate about learning new skills, workflows, and software.

QUALIFICATIONS

OPTIMIZATION

- **Optimized art assets** through retopologization, LOD creation, light map baking, and proper UV/texture map formatting
- **Optimized animation clips** primarily through keyframe reduction/compression
- Possesses an **understanding of technical limitations** regarding graphics of platforms and engines

SHADER/VFX CREATION

- **Created shaders** with Unity's URP shader graph and Unreal Engine's material graph with optimization in mind
- **Created VFX** using Unreal Engine's Niagara Systems as well as materials to support Niagara Emitters
- Investigated optimizing Unreal Vfx through the use of simulation stages and Grid2D for fluid simulations

SCRIPTING

- **Improved existing importer scripts**
- **Fixed script issues** to support a more efficient workflow
- **Hooked up Niagara particle systems with Unreal's blueprint system** to be triggered as intended

ASSET IMPLEMENTATION

- **Implemented models and animations** to projects with various approaches including using company-specific importer scripts
- **Implemented vfx and fixed visual issues if found**
- **Troubleshooted assets with artists** if implemented work doesn't appear as intended

COMMUNICATION

- **Researched and developed new workflows** with other team members
- **Participated in agile workflows** attended daily scrum meetings, sprints, and sprint reviews
- **Assisted artists** on issues regarding workflow, source control, and software
- **Worked remotely and under pressure** on various projects with interdisciplinary teams