

MENGYUE (OCÉANE)WANG

3D Environment & VFX Artist | Simulation Specialist

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SUMMARY OF QUALIFICATIONS

- 3D Environment & VFX Artist with 4.5+ years of experience delivering large-scale, high-fidelity environmental assets and high-performance real-time effects for the simulation industry
- Technical Specialist skilled in bridging complex geospatial data with immersive visual content, utilizing Unreal Engine 5, Niagara, and Blueprints
- Proven track record of maintaining a 100% delivery rate across critical project sprints at CAE, consistently balancing strict performance budgets with maximum visual fidelity

TECHNICAL SKILLS & LANGUAGES

- VFX & Technical Art: Unreal Engine 5, Niagara Particle Systems, Unreal Blueprints, Real-Time Rendering, Shader & Material Authoring
- 3D Modeling & Texturing: Maya, Blender, Creator, ZBrush, Substance Painter, Adobe Photoshop, PBR Workflows, Modular Environment Design
- Pipeline & Collaboration: Git, Azure DevOps, Jira, Visual Studio, QA Testing, Cross-Functional Team Collaboration, Sprint-Based Production Workflows
- Languages: English (Fully Bilingual), French (Fully Bilingual), Mandarin (Native)

WORK EXPERIENCE

CAE Inc. | Montreal, QC (Remote) | Oct 2021 – Apr 2026

Visual Effects Artist | May 2024 – Apr 2026

- Designed and implemented 40+ categories of high-performance VFX Niagara systems (including smoke, fire, explosions, bullet impacts, contrails, and afterburners), delivered an immersive visual experience, and maintained strict technical performance budgets
- Developed specialized Niagara modules utilizing Unreal Blueprints, customized underlying particle simulation logic, fixed technical defects, and achieved required visual effects
- Optimized particle systems for environmental impacts, implemented collision detection, resolved multiple physics defects, and enhanced real-time rendering stability across large-scale environments
- Refined dynamic VFX behaviors (e.g., wind/drag exposure, thermal materialization), utilized decal projection and masks for surface damage, and achieved maximum visual fidelity
- Developed and curated a shared VFX texture and material library for reusable particle effects, standardized visual consistency and improved team-wide production efficiency
- Executed a specialized Civil GIS assignment across 39 ICAO airport sites, blended multi-resolution satellite imagery via contour-driven transitions, and ensured global visual consistency across seasonal terrain variants

- Partnered with Unreal framework engineers and project managers to resolve technical blockers, aligned implementation requirements, and consistently shipped all deliverables on time across every production sprint

3D Artist | Oct 2021 – May 2024

- Developed high-precision, photo-realistic 3D assets and large-scale modular environments for Velocity 5D, national defense, and civil simulations; consistently exceeded original project requirements and secured highly positive client feedback
- Constructed complex mechanical components, ensured PBR material accuracy utilizing Substance Painter and Photoshop, and achieved the strict high-fidelity realism required for professional military and civil training
- Standardized modular design patterns and delivered assets within strict polygon budgets across all LOD tiers; ensured optimal real-time performance across large-scale simulation environments, maximized rendering efficiency and reduced repetitive environment-building work
- Built and maintained a reusable 3D model library spanning buildings, vehicles, vegetation, and environment props, significantly reduced redundant work and accelerated environment assembly across projects
- Established QA checkpoints early in the production pipeline to catch defects before handoff and reduced revision cycles across the team
- Collaborated with the team to standardize content creation guidelines and ensured consistent, high-quality results across all projects
- Mentored new team members during CAE's restructuring, accelerated onboarding, and boosted overall productivity to meet tight deadlines

EDUCATION

Video Game 3D Modeling Training | 2020

The Stars College, Montreal, QC

3D Character Program | 2020

AnimSchool, Online

Master of Arts – Cinema Option | 2019

University of Montreal, Montreal, QC