



JENSN TREVINO

Environment Artist
www.murdenart.com

[www.linkedin.com/in/
jensn-trevino](https://www.linkedin.com/in/jensn-trevino)

Contact

Address
Hollywood, California,
United States

Cellphone
956-463-1349

Email
jensn.trevino@gmail.com

Socials
[ig @murdenrho](#)
[twitter @murdenrho](#)

Profile

I'm a 3D Environment Artist based in LA that loves to create fantastical and immersive environments with a focus on realism.

Summary of Skills

3D Modeling, Sculpting and Texturing

- Specialize in designing, modeling, sculpting, and texturing for 3D environments for games
- Methodical in efficient asset creation for hardsurface and organic environments using trim sheets, atlas sheets, RGB masks, UV sets, and low poly modeling
- Adept texture creation skills and experience with PBR materials with the use of the Substance Suite
- Keen eye for executing concept art and filling in the blanks

Unreal Engine 5

- Plentiful experience with kit creation. modeling, texturing, and sculpting
- Versatile in trimsheet creation and usage on multiple kit and non-kit assets
- Practical experience in landscape sculpts, blueprint creation, sequencer, movie render queue, Lumen troubleshooting, Niagara, in-engine cloth sim, custom parent materials, material functions, and parameter collections
- Devoted to efficiency with the use of RGB masks, minimal draw calls, tileable materials, floating decals, trim sheets, and skirt dithering
- Daily experience with technical troubleshooting of master materials. dithering, RGB setups, virtual textures, unique blending, parallax occlusion mapping, and triplanar projection
- Keen eye for area composition, storytelling, and lighting

Substance Suite

- Intermediate skills with Designer for realistic texture creation. Bricks, tiles, raw stone, wood, dirt, metalwork, stencils, and ornate details for trimsheets
- Comfortable in Painter for trimsheets, props, and kit texturing

Education

Bachelor of Fine Arts in Digital
Production - Game Art - Gnomon
School of Visual Effects, Games and
Animation - Hollywood, California,
US - 2024

Bachelor of Science in University
Studies Architecture - Texas A&M
University, College Station, Texas, US -
2017

Work Experience

Associate Designer / Unreal Artist
@ Studio Connelly - 1 Year

Digital Skills

3D Art

- Autodesk Maya
- ZBrush
- Substance Painter / Designer
- Unreal Engine 5
- SpeedTree

2D Art

- Digital painting for concept art, photobashing, and storyboarding
- Image manipulation for compositing
- Solid drawing fundamentals

Achievements

- Gnomon Best of Term // Environment - Exterior - [Winter 2024](#)
- The Rookies // Game Development Rank A - [2024](#)
- The Rookies // Architectural Visualization Rank A - [2024](#)