



JENSN TREVINO

Environment Artist
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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 Connolly - [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](#)