JENSN TREVINO

Environment Artist
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Contact

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Profile

I am a 3D Environment Artist based in LA that loves to create beautiful 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

- Ability to visualize and design new worlds with efficiency and quality in mind
- Solid foundation in landscapes, blueprint creation, sequencer, movie render queue, Lumen, Niagara, Cloth, 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
- Spirited eye for area composition and storytelling

Communication

- Genuine interest in listening to critiques and providing detailed updates on work progress
- Dedicated ability to adapt and teach myself when unforseen problems arise
- Attentive communication and conflict resolution skills
- Vigorous sense of responsibility and work ethic
- Quality and result oriented
- Earnestly self-motivated and organized

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 Sation, Texas, US - 2017

Associates Degree in Engineering – South Texas College – Rio Grande Valley, Texas, US - 2015

Achievements

- Gnomon Best of Term // Environment - Exterior - Winter 2024
- The Rookies // Game Development Rank A - 2024
- The Rookies // Architectural Visualization Rank A - 2024

Digital Skills

3D Art
- Autodesk Maya
- ZBrush
- Substance Painter
- Substance Designer
- Unreal Engine 5
- SpeedTree

2D Art
- Digital painting for concept art, photobashing, and storyboarding
- Image manipulation for compositing
- Solid drawing fundamentals experience

Languages

English / Native
Spanish / Conversational