

Jalen Montgomery

3D Environmental Artist

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ABOUT ME

Aspiring 3D Environment Artist with strong skills in modeling, texturing, and worldbuilding for stylized and semi-realistic games. Experienced in creating modular environments, character designs, and custom shaders in Unreal Engine 5. Passionate about crafting distinct visual styles and building optimized assets.

ART & DESIGN EXPERIENCE

Hotdog Gangsters — 3D Environment & Character Artist

(Maya, ZBrush, Substance Painter, Illustrator, Photoshop, Unreal Engine 5)

- Designed rubberhose-style food characters with expressive silhouettes and stylized shaders.
- Built modular 1950s-inspired city streets and diner environments with optimized texture sheets.
- Created signage, props, and environmental storytelling elements for a unified mid-century visual identity.
- Delivered performant, game-ready assets emphasizing clarity and cohesive tone.

CTRLR — 3D Environment Artist

(Maya, Photoshop, Substance Painter, Unreal Engine 5)

- Modeled a complete early-2010s gamer's bedroom, capturing the era's technology, personality, and visual identity.
- Created all environment assets in Maya with detailed texture work produced using Photoshop and Substance tools.
- Assembled the full scene in Unreal Engine with attention to lighting, composition, and narrative environmental storytelling.
- Built a cohesive visual narrative exploring digital identity, immersion, and the boundary between player and virtual world.

The Embroidered World — 3D Environment & Character Artist

(Maya, Blender, Substance Painter, Substance Sampler, Illustrator, Unreal Engine 5)

- Designed a fully handcrafted universe made from crocheted, knitted, and embroidered materials.
- Modeled characters, props, and environments in Maya and Blender, developing tactile fabric-based materials in Substance Painter and Substance Sampler.
- Created original flora and plant designs in Illustrator, converting 2D patterns into detailed 3D assets.
- Assembled the world in Unreal Engine with cohesive aesthetic rules and narrative-driven worldbuilding.

SKILLS

3D Modeling & Sculpting:

Maya, Blender, ZBrush, retopology, UV mapping, high-to-low baking, modular asset creation

Texturing & Materials:

Substance Painter, Substance Sampler, Photoshop, PBR workflow, stylized materials

Engines & Rendering:

Unreal Engine 5, Substance Stager, real-time lighting, sceneassembly, Texel density, optimization, color theory, composition, worldbuilding, set dressing

Softwares

Maya

Blender

ZBrush

Substance Painter

Substance Sampler

Photoshop

Unreal Engine 5

Illustrator

EDUCATION

Bachelor of Fine Arts in Game Design | August 2022 - May 2025

OTIS COLLEGE OF ART AND DESIGN | Los Angeles, CA

GPA 3.5 / Dean's List

Santa Monica College | August 2021 - August 2022

OTIS COLLEGE OF ART AND DESIGN | Los Angeles, CA

GPA 3.7 / Dean's List
