

# Jordan Hull

QA Tester, 3D Environment/Prop and Texture Artist

(434) 660-7830

Email: [jordanhull009@gmail.com](mailto:jordanhull009@gmail.com)

Portfolio: <https://www.jordan-hull.com/>

## Transferable Skills

- Agile Workflow Experience
- Strong Communicator
- Detail Oriented
- Objective Driven
- Cooperatively Minded
- Customer Focused
- Organizational Expert

## Technical Skills

- JIRA (2 years)
- Confluence (2 years)
- Slack (2 years)
- Microsoft Suite (2 years)
- Blender 2.8 (3.5 years)
- 3ds Max (3.5 years)
- Substance 3d Painter (1 year)
- Adobe Photoshop (3 years)

## Education

George Mason University, B.F.A. Computer Game Design, December 2021

GPA 3.76, Dean's List, Magna Cum Laude

Jefferson Forest High School, May 2018, Advanced Diploma

## Experience

### *Starfield; Bethesda Softworks - Contract QA Tester (Xbox and PC)*

*September 2022 – Present (released September 6th, 2023)*

- Performed in-depth Agile testing on all aspects of the title from late development to post-release
- Entered detailed bug reports into our database; Responsible for updating and tracking entered issues
- Collaborated and communicated with other testers to create test cases and ensure sound testing strategies

### *Benevolence; Unreal Engine - 3D Environment Artist*

*August 2021 – May 2022; Benevolence by NatCatCute (itch.io)*

- Created environment assets such as foliage, buildings, rocks and mountains in Blender and Substance 3D Painter
- Worked with the Art Lead to finalize and create environment assets
- Collaborated with Production Lead to optimize created assets for implementation

### *GUNSHIELD; Unity - Sound Designer*

*January 2021 – May 2021; GUNSHIELD by GUNSHIELDGAME (itch.io)*

- Created soundtracks with a focus on fast pacing and futuristic themes using LMMS
- Recorded and edited sound effects for robots and laser weapons using Audacity