

Jordan Hull

QA Tester, 3D Environment/Prop and Texture Artist

(434) 660-7830

Email: 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 GUNSHIELDDGAME (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