

# Jordan Tatum

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## Education

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### Bachelor of Fine Arts in Computer Game Design | Animation Minor

George Mason University

08/2023 – Present

Fairfax, VA

## Professional Experience

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### Senior Peer Advisor

George Mason University

01/2026 – Present

- Coordinated and lead biweekly meetings for small team to plan and implement an event for George Mason students.
- Managed the professional development of Peer Advisors by conducting mid-semester evaluations and providing constructive feedback.

### Peer Advisor

George Mason University

08/2024 – 01/2026

- Co-taught an "Introduction to Mason" course with a George Mason faculty member to help transition freshman students to college.
- Facilitated class discussions, created lesson plans, and performed administrative tasks.

## Organizations

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### Game Analysis Design Interest Group

Art Co-Director

08/2025 – Present

- Collaborated with programming, design, and production leads to develop art asset standards that match gameplay mechanics and technical requirements.
- Provided feedback and guidance to artists on 2D and 3D assets.

### Game Analysis Design Interest Group

Social Media Manager

08/2025 – 01/2026

- Designed posters and digital graphics to advertise club meetings and projects.
- Managed social media accounts including Instagram, LinkedIn, and YouTube.

## Skills

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### 3D Modeling Software

Blender  
3DsMax

### Game Engines

Unity  
Unreal Engine 5  
Godot 4

### Adobe Suite

Photoshop  
Illustrator  
Substance Painter  
Substance Designer

### Microsoft Office Suite

Word  
Powerpoint  
Excel  
Teams