

# Macauley Hopper

Designer & Producer



## PERSONAL

Nationality American

Languages English

## CONTACT

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## LINKS

[www.macauleyhopper.com](http://www.macauleyhopper.com)

[www.linkedin.com/in/machopper](http://www.linkedin.com/in/machopper)

[www.twitter.com/Woohness](http://www.twitter.com/Woohness)

## Personal Statement

I love games, I see them as one of the ultimate forms of art. They're the culmination of so many different talented people from artists, to musicians, to programmers and beyond I love seeing all aspects coming together to create a finished product. I love attending local Game Dev drink ups and talking with other people in the industry. Video games are a huge aspect of my life, I love crafting unique and engaging experiences for players that they will continue to talk about for years to come.

## Professional Experience

### Current

#### Configuration Management Engineer

XO Communications, Plano, TX - October 2014 - March 2018

- Created documentation for various applications, including Git, SourceTree, Tortoise Git, and Team Foundation Server.
- Managed Agile development process, hosting daily scrums with 10 developers.
- Provided support for Git development tool and build environments.

## Personal Projects

### Current

#### Designer & Producer - A.R.C.H.O.N

Tiny Tyrants, Plano, TX - January 2015 - Present

- Designed the destructible environment mechanic, event card system, and all armor and weapons.
- Studied and maintained target demographic studies for optimal customer reach.
- Led play testing sessions, and designed and balanced the armor and weapon systems.
- Collaborated with artists to ensure the armor pieces and weapons were able to work with the players' ARCHON cards.

### 2014

#### Designer & Producer - Five Suns

Studio Hue, Savannah, GA - January 2014 - June 2014

- Designed the moment-to-moment gameplay, including the combat system, enemy classes, and spell sets.
- Led play testing and daily scrum sessions, and oversaw cast and crew production schedule.
- Presented results of the play testing sessions to various departmental personnel.
- Directly responsible for all project deadlines, including all art assets, design principals, voice work, and casting.
- Received Entelechy 2014 Best 2D Game Award.

### 2013

#### Designer & Producer - Vallo

Savannah College of Art and Design, Savannah, GA - September 2013 - November 2013

- Designed a RTS RPG Tower Defense game
- Worked with 2 freelance artists to help create concept art for the project

#### Designer & Producer - Flight of the Meridian

Savannah College of Art and Design, Savannah, GA - September 2013 - November 2013

- Designed a 3 versus 1 board game
- Worked with 2 freelance artists to help create concept art for the project

### 2012

#### Gameplay Coordinator - Humans vs Zombies

Savannah College of Art and Design, Savannah, GA - May 2012 - May 2013

- Oversaw a team of designers over a 12-month period to design a 4-day live action roleplaying game.
- Collaborated with department coordinators to ensure designed classes and missions fit within the game theme.
- Assisted the Media Department with all public relations and videography requirements.
- Ran test games, analyzing feedback and presenting results to team members.
- Designed missions, classes, and real-time strategy feedback methodology.
- Refined game rules and ensured moderators had 100% knowledge and implementation of such rules.

## EDUCATION

### 2014

Savannah, College of Art and Design, Savannah GA  
Bachelor of Fine Arts in Interactive Design and Game Development  
2014

## SOFTWARE

- Autodesk Maya
- Unreal Development Kit
- Adobe Creative Suite
- Google Product Suite
- Jira/Team Foundation Server
- Git
- SourceTree/TortoiseGit
- Microsoft Office