

Macauley Hopper

Designer & Producer



PERSONAL

Nationality American

Languages English

CONTACT

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LINKS

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Personal Statement

Working in the tech industry is an interesting thing, it is constantly changing and evolving, to truly do well in you have to always be adapting to what is happening. Whether they be new programs or all the usual exits in Humans vs Zombies are blocked and you have to make your own exit I am always ready to try new things and adapt! When not at work I can be found playing games, working on 3D printing cosplay props, or working on personal projects.

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.
- Assisted developers with company programs, troubleshooting, and program development implementation.
- Provided support for Git development tool and build environments.
- Managed Agile development process, hosting daily scrums with 10 developers.
- Researched new programs to see if they would be beneficial to developers.
- Helped teach developers how to utilize new programs.
- Researched new programs to see if they would benefit developers

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

EDUCATION

2014

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

SOFTWARE

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