



Macauley Hopper

Producer & Designer

TO

Ember Entertainment
Seattle, WA

POSITION

Producer

DATE

April 16, 2018

Hello Ember Entertainment!

From extravagant costumes, to pink pom poms, I've spent my life cheerleading my friends and family and then organizing them into position during holiday photos. Who knew that in doing it, I'd find my calling: Game Production.

Here's what I could immediately bring to the table as a Producer at Ember Entertainment.

Most people when let go from a job, spend a week or two licking their wounds. Not me. In the first twenty four hours, I had subscribed to more than a half dozen job boards, contacted local recruiters about open positions, and got a subscription for a teach-yourself-C++ programming course. This is the passion and drive I bring every day of the week.

I believe that a good producer not only acts as a bridge between those facets, but also between department teams - even down to the individual people. That's why when our company brought in remote workers from India, I made sure to schedule personal, daily meetings with them. Just because they weren't in the office didn't mean they mattered any less.

There will be times when the unexpected happens and you have to remain calm I believe the best way to do this is - knowing team/good rapport, maximizing the skill set of each individual, flexible jobs, and a well planned schedule.

Thank you for your time!

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PERSONAL

Nationality American

Languages English

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LINKS

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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

Producer & Designer - 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

Producer & Designer - 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

Producer & Designer - 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

Producer & Designer - 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