



# Macauley Hopper

## TO

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First Strike Games  
Bellevue, WA

## POSITION

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Junior Multiplayer Game Designer

## DATE

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January 2, 2019

Hello First Strike Games!

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 Design.

Here's what I could immediately bring to the table as a Junior Multiplayer Game Designer at First Strike Games.

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.

If I have learned anything during my time working as a designer it is that there will be times where the design will have to be changed drastically. While working on *Five Suns* we had to entirely change the games combat system in a week and a half. It took collaborating with programmers and artists to make sure the changes worked with the existing game. A good designer is one who can roll with these changes and adapt their design accordingly.

I believe that a good designer is one who is open to collaboration and knows that they are only as strong as the team around them.

Thank you for your time!

Macauley Hopper