Macauley Hopper

To Whom it May Concern!

I am interested in becoming a part of your team, I have invaluable skills that I believe would be beneficial to your company!

At XO Communications I worked as a Configuration Management Engineer. During my time I compiled documentation on all systems our developers used, researching new programs to see if they would be beneficial for our developers, and partnered with developers to determine program efficiency. Whenever developers had questions or needed troubleshooting assistance, I worked with and assisted them on how the programs worked and how they should use the programs with their development. If programs were causing problems for developers I would look to see if it was a program error or a systems error. I also put all the documentation into a company wide wiki so developers had quick access to information on the programs and processes.

I am very familiar with computers and use them frequently in my spare time, I am familiar with assembling computers and setting them up. I am well versed with Windows, and Apple OS's.

My work with previous projects has given me extensive knowledge in a variety of programs, including: Autodesk Maya, UV mapping and texturing, Unreal Development Engine 3, Kismet, Adobe Suite, Team Foundation Server, SourceTree, Git, TortoiseGit and Microsoft Office Suite. I also have experience in designing and producing classes for games, overall game mechanics, and play testing, while simultaneously working with and leading teams from multiple departments.

I welcome the opportunity to talk with you about this position at your earliest convenience. Thank you for reviewing my work and my experience, and I look forward to hearing from you.

Thank you,
Macauley Hopper

Macauley Hopper

PERSONAL

Nationality	American
Languages	English

CONTACT

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LINKS

- www.macauleyhopper.com
- www.linkedin.com/in/machopper
- www.twitter.com/Woohness

Personal Statement

The Tech industry is an amazing thing, it is constantly changing and evolving. I love being a part of that process and helping developers or users along the way. I enjoy discovering new programs and technologies that can benefit both developers and customers. While my background is in video games I believe my experience translate well to the IT industry.

Professional Experience

Current
Configuration Management Engineer
XO Communications, Plano, TX - October 2014 - Present
- Assisted developers with company programs by creating a knowledge database and presentations on how programs work to help streamline developer help.
- Assisted developers troubleshooting, and program development implementation.
- Helped teach developers how new programs worked with our current development pipeline.
- Created documentation for various applications, including Git, SourceTree, Tortoise Git, and Team Foundation Server.
- Provided support for Git development tool, company branching strategy, and build environments.
- Managed Agile development process, hosting daily scrums with developers and an offshore team.
- Researched and tested new programs for viability with current development standards and presented findings to higher ups.
- Researched new programs to see if they would benefit developers.
- Utilized Selenium IDE to manage repository permissions, and to make changes to 300+ builds.
- Created batch scripts to streamline the creation of new repositories, and to remove branches that are no longer needed from repositories.

Personal Projects

Current
Designer & Producer - A.R.C.H.O.N
Tiny Tyrants, Plano, TX - January 2015 - Present
- Designed the destructible enivronment 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

EDUCATION

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

SOFTWARE

- Selenium IDE
- C++
- Adobe Creative Suite
- Google Product Suite

- Jira/Team Foundation Server
- Git
- SourceTree/TortoiseGit
- Microsoft Office