



Macauley Hopper

Designer & Producer

TO

EA Games
Austin, TX

POSITION

Quality Analyst

DATE

3/11/2018

Hello EA Games!

I believe I would be an asset to your team as a Quality Analyst, I have experience as a Designer and a Producer and believe that experience would make me an excellent Quality Analyst.

As a designer with *A.R.C.H.O.N*, *Five Suns*, and *Humans vs Zombies* I document all design ideas into cohesive design documents. Those were then sent to the necessary teams. For *A.R.C.H.O.N* they were sent to level designers so they could work the mechanics into the level, for *Five Suns* the documents were sent to the programmer so they could be implemented into the latest build, and with *Humans vs Zombies* the documents were sent to the design team and other coordinators so that any changes were known by all. Follow-up meetings ensured revisions and changes were completed on schedule and worked in tandem with the game. Once there was a playable Alpha I oversaw several play-test sessions with target users. Finished sessions resulted in surveys I would then use to modify the design and re-balance needed aspects of the game to improve upon game for the users.

My work as a Producer is a significant asset in my role as a Designer. For *A.R.C.H.O.N*, *Five Suns*, and *Humans vs Zombies*, I ensured all assets were finished on time. I held daily meetings with artists and programmers to make sure that each piece and build was on schedule. If there were delays, I would communicate that information to other team members. As a producer, communication with others is key to a successful launch of any product - games, comics, or televisions shows.

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

I would love the opportunity to talk to you about this position at your earliest convenience. Thank you very much for looking at my work and I look forward to hearing from you.

Thank you,
Macauley Hopper