



Macauley Hopper

Producer & Designer

TO

Bungie
Bellevue, WA

POSITION

Associate Producer

DATE

April 9th, 2018

Hello Bungie!

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 Associate Producer at Bungie.

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!

Macauley Hopper