Macauley Hopper

Producer & Designer

Macauley Hopper

HP · MP

PERSONAL

Nationality	American
Languages	English

CONTACT

Mobile	(972) 567-5105
Email	mac_hopper@mac.com

LINKS

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

Personal Statement

I love production work I love seeing all aspects coming together to create a finished product. I think my skills would translate well to a VFX environment. I love attending local Game Dev drink ups and talking with other people in the industry. I love crafting unique and engaging experiences for people 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