

Macauley Hopper



PERSONAL

Nationality American

Languages English

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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 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

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