

Macauley Hopper



CONTACT

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LINKS

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Personal Statement

I love game design, helping create unique and engaging systems for players is a truly rewarding experience. Being able to work with artists, programmers, and more to bring a game to life is amazing to say the least. Video games are a huge aspect of my life, I love crafting unique and engaging experiences for players that they will continue to talk about for years to come.

Professional Experience

2018

Digital Producer - Contract

Cactex Media, Dallas, TX - October 2018 - December 2018

- Created detailed timelines, wire frames, menu mockups, and wire layouts
- Kept track of multiple applications requirements
- Worked with stakeholders and creative leads to ensure projects met their company needs
- Worked with a team and stakeholders to stay on schedule and solve any and all roadblocks
- Developed storyboards for video and demos

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

Designer & Producer - A.R.C.H.O.N

Tiny Tyrants, Plano, TX - January 2015 - Present

- Designed and documented 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 and documented 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 and documented a RTS RPG Tower Defense game
- Worked with 2 freelance artists to help create concept art for the project

Designer & Producer - Flight of the Meridian

Savannah College of Art and Design, Savannah, GA - September 2013 - November 2013

- Designed and documented a 3 versus 1 board 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

- Autodesk Maya
- Unreal Development Kit
- Adobe Creative Suite
- Google Product Suite
- Jira
- Team Foundation Server
- Git
- Microsoft Office