

Macauley Hopper

Designer & Producer

TO

Company

Location of Company

POSITION

Position Title

DATE

Date

Hello (Company Name)!

Intro

How you found the job

Butt kiss (Tiny one)

If you haven't seen their work don't lie but do research and mention it

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

Macauley Hopper

Designer & Producer



PERSONAL

Nationality American

Languages English

CONTACT

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LINKS

www.macauleyhopper.com

www.linkedin.com/in/machopper

www.twitter.com/Woohness

Personal Statement

I love games, I see them as one of the ultimate forms of art. They're the culmination of so many different talented people from artists, to musicians, to programmers and beyond I love seeing all aspects coming together to create a finished product. I love attending local Game Dev drink ups and talking with other people in the industry. 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

Current

Configuration Management Engineer

XO Communications, Plano, TX - October 2014 - Present

- 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 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

Designer & Producer - 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