Macauley Hopper

Producer & Designer

Hello CoSA VFX!

I am a producer who has experience producing games with a small team of artists. With the skills I've learned from school as well as those from working independently I've developed the skillset required to be an assistant producer.

Working as a producer for several indie titles I ensured the implementation of production standards and quality assurance. My production approach includes upholding accountability, respect, timeliness, and communication between teams. I conduct daily meetings with artists and programmers to ensure that each piece and build is on schedule. If there is a delay, I perform analyses to determine the cause, and encourage greater collaboration and communication between team members. As a producer, I believe that frequent, effective, and open communication and collaboration are key to the successful launch of any product, including games, comics, or television shows.

My work as a designer is a significant asset in my role as a producer. My design background enhances my understanding of all aspects of deadline driven production, and I have experience with instilling a sense of urgency in team production without overwhelming team members. The scheduling and conduct of weekly status meetings strengthen team communication and facilitate a cohesive evaluation of all team efforts, including code changes and design revisions.

My work with previous projects has given me extensive knowledge in a variety of programs, including: Autodesk Maya, UV mapping and texturing, Unreal Development Engine 3, Kismet, Adobe Suite, Team Foundation Server, Jira, SourceTree, Git, TortoiseGit and Microsoft Office Suite. I also have experience in designing and producing classes for games, overall game mechanics, and play testing, while simultaneously working with and leading teams from multiple departments.

I welcome the opportunity to talk with you about this position at your earliest convenience. Thank you for reviewing my work and my experience, and I look forward to hearing from you.

Thank you,
Macauley Hopper