Macauley Hopper

Hello EA!

I am interested in becoming a part of your team, I have invaluable skills that I believe would be beneficial to your company! I am very familiar with training new team members and getting them up to speed with how a companys systems work.

At XO Communications I worked as a Configuration Management Engineer. During my time I compiled documentation on all systems our developers used, researching new programs to see if they would be beneficial for our developers, and partnered with developers to determine program efficiency. Whenever developers had questions or needed troubleshooting assistance, I worked with and assisted them on how the programs worked and how they should use the programs with their development. If programs were causing problems for developers I would look to see if it was a program error or a systems error. I also put all the documentation into a company wide wiki so developers had quick access to information on the programs and processes.

I am very familiar with computers and use them frequently in my spare time, I am familiar with assembling computers and setting them up. I am well versed with Windows, and Apple OS's.

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