



Macauley Hopper

Producer & Designer

TO

Groove Jones
Dallas, TX

POSITION

Interactive Producer

DATE

November 28, 2018

Hello Groove Jones!

From extravagant costumes, to pink pom poms, I've spent my life cheerleading my friends and family and then organizing them into position during holiday photos. Who knew that in doing it, I'd find my calling: Production.

Here's what I could immediately bring to the table as an Interactive Producer at Groove Jones.

Most people when let go from a job, spend a week or two licking their wounds. Not me. In the first twenty four hours, I had subscribed to more than a half dozen job boards, contacted local recruiters about open positions, and got a subscription for a teach-yourself-C++ programming course. This is the passion and drive I bring every day of the week.

I believe that a good producer not only acts as a bridge between those facets, but also between department teams - even down to the individual people. That's why when our company brought in remote workers from India, I made sure to schedule personal, daily meetings with them. Just because they weren't in the office didn't mean they mattered any less.

There will be times when the unexpected happens and you have to remain calm I believe the best way to do this is - knowing team/good rapport, maximizing the skill set of each individual, flexible jobs, and a well planned schedule.

Thank you for your time!

Macauley Hopper

Macauley Hopper

Producer & Designer



PERSONAL

Nationality American

Languages English

CONTACT

Mobile (972) 567-5105

Email mac_hopper@mac.com

LINKS

www.macauleyhopper.com

www.linkedin.com/in/machopper

www.twitter.com/Woohness

Personal Statement

I love production, they help the culmination of so many different talented people from artists, to musicians, to actors and beyond I love seeing all aspects coming together to create a finished product. I love attending local drink ups and talking with other people in the industry. Creative work is a huge aspect of my life, I love crafting unique and engaging works for viewers that they will continue to talk about for years to come.

Professional Experience

2018

Digital Producer

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 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

Producer & Designer - 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

Producer & Designer - 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

Producer & Designer - 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

Producer & Designer - 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

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