# Macauley Hopper

## Producer & Designer

**TO**

Gearbox Software
Frisco, TX

**POSITION**

Production Coordinator

**DATE**

June 5, 2018

Hello Gearbox Software!

Have you been searching for an enthusiastic, charismatic individual who enjoys the game industry? My name is Macauley Hopper, and here's what I could immediately bring to the table as a Production Coordinator at Gearbox Software.

I believe that a good production coordinator not only acts as a bridge between the facets of a company, but also between department teams - even down to the individual people. That's why when my most recent company XO Communications brought in remote workers from India, I made sure to schedule personal, daily meetings with them to make sure they were on task and felt welcomed to our workplace environment. Just because they weren't in the office didn't mean they mattered any less.

When XO Communications shuddered their staff with a series of layoffs, I found myself in a predicament of unemployment I could have spent a week or two licking my wounds, however, this isn't my style. 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 myself enrolled into a C++ programming course. This is the passion and drive I bring every day of the week, be it with professional work or personal projects.

One of my personal projects, A.R.C.H.O.N for example, I helped document the core mechanics of the game and helped analyze the information from the leads to sort out priority tasks, if a task was taking longer than estimated I would determine the causes of production slowdown.

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

Thank you for your time!

Macauley Hopper

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## PERSONAL

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|---|---|
| Nationality | American |
| Languages | English |

## CONTACT

| | |
|---|---|
| Mobile | (972) 567-5105 |
| Email | mac_hopper@mac.com |

## LINKS

W — www.macauleyhopper.com

in — 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

**Current** — **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

**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

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