

MARC MAJCHER

majcher@gmail.com
(512) 810-9753
github.com/marcmajcher
linkedin.com/in/marcmajcher

25+ years experience
Full-stack web development
Instruction and training
Writing and graphic design

Game design and production
Stage actor, director, producer
Amateur woodworker
Professional noise maker



Flatiron School

NOW

Lead Instructor, Software Engineering Immersive

Instructed cohorts in HTML/CSS, javascript, React, ruby, Rails, etc.

Created lessons and exercises on the fly for student-lead curriculum.

Transitioned from teaching in-person immersive classes to providing a similar level and quality of remote instruction on several campuses.

Galvanize, Inc / Hack Reactor

Lead Instructor, Full Stack Web Developer Immersive

Trained students in HTML, CSS, javascript, node, express, PostgreSQL, knex, Angular, React, test-driven development, CS fundamentals, etc.

Developed curriculum and exercises for immersive program.

Conducted and **coordinated** interviews for incoming students.

Managed a team of web development instructors on Austin campus.

2019

RigUp Full-Stack Developer

Implemented new features on RigUp's payments platform

Converted web app components from AngularJS to React

2016

Eureka Software Senior Developer

Wireframed and built interfaces for medical insurance clients

Created e-learning products and training courses with Backbone and Handlebars

Assessed and updated projects for accessibility compliance issues

Sapling Learning

Senior Front-End Developer

Converted educational content authoring tool from Flash to js/HTML5.

Implemented applications for mobile/web using the MEAN stack.

Worked with local and remote teams in an test-driven, agile environment.

2014

Portalarium

Senior Game Developer

Architected and built Flash clients for isometric social games in Flex/AS3.

Assisted other teams with UI/UX and game design issues.

Mentored junior developers, helping them learn, integrate and transition into the development team.

2012

Zynga

Senior Game Developer

Implemented user interface and client-side logic for online casino games using Flash and ActionScript 3.

2010

Visa

Flash Developer

Prototyped and developed Rightcliq/Wishspace global shopping interface

Enspire Learning

Technology Developer

Developed interactive course material for Flash learning management systems for clients including Harvard Business School, RedHat Software.

Built event-driven interactivity/content architecture with object-oriented Actionscript for rapid development of material by a team of developers.

2006

Collaborated with remote design teams to convert comps and mockups into working products

Frog Design

Senior Digital Media Technician

Worked with design teams to rapidly develop, execute, and iterate on interactive prototypes for web and consumer device user interfaces

Austin Community College

Instructor, Game Development Program

Created material and instructed Intro to Game Programming course for students in the Game Development program.

Used Python and pygame to demonstrate and teach basic concepts.

2005

Marc Majcher Consulting

Mach 10 Studios

Designed and built mobile trivia games for iOS using Flash and AS3.

Mockingbird Games

Implemented Flash interface for web-based drag-and-drop game creation software with photo upload and manipulation tools.

Net-Recon / Sneaky Games

Designed and implemented multiplayer online trivia game with real-time gameplay and live chat for Paramount Studios.

Managed offshore resources for creation of artwork, graphic design, and client and server development.

Noggen.com

Scripted game logic for children's entertainment activities and games.

Science Technologies

Created interactive animations for physics and biology textbooks.

Clients Include:

ForgeFX

frog design

Gamut, Inc

G2Link.com

Handwire

Kodak

Macromedia

Macys.com

Mtuity, Inc.

NEC

Presidio Labs

Ring2.com

Slam Media

Sprint PCS

Suncountry.com

There.com

uControl

2001

So much web development

SUNY at Buffalo, NY | Computer Science, BA program

1993