

Marc Majcher

A guy who does stuff.

majcher@gmail.com

(512) 810-9753

github.com/marcmajcher

www.linkedin.com/in/marc-majcher-80a2

Skills

More than 25 years as a professional developer. Full-stack web development. Instruction and training. Writing and graphic design. Game design and production. Performing, teaching, and directing theater.

Experience

Galvanize, Inc.

Lead Instructor, Full-Stack Web Development Immersive

Feb 2016 - Dec 2018

- Led several cohorts, training students in HTML, CSS, javascript, node, express, PostgreSQL, Angular, React, test-driven development, CS fundamentals, and other technologies
- Collaborated on development of curriculum for incoming and continuing students
- Managed team of web development instructors on Austin campus

Eureka Software

Senior Developer

2015

- Created wireframes and implemented new interfaces for medical insurance clients
- Worked on e-learning products and training courses using Backbone and Handlebars
- Assessed projects for accessibility compliance issues and implemented fixes

Sapling Learning

Senior Front-End Developer

2014

- Converted authoring tool for educational content from Flash to Javascript/HTML5
- Implemented application for web and mobile using AngularJS and MEAN stack
- Worked with remote and local developers in a test-driven agile environment

Portalarium

Senior Game Developer

2012

- Architected and built isometric Flash clients for social games using AS3 and Flex
- Coordinated with artistic and design teams to produce high quality cross-platform games
- Assisted other developers with user interface development and game design issues
- Mentored junior developers, helping them integrate and transition into the dev team

Visa

Flash Developer

2009 - 2010

- Prototyped and developed Rightcliq/Wishspace global shopping interface
- Architected and coded event-driven model-view-controller application in AS3
- Worked with remote teams to successfully complete projects on tight schedules and budget
- Collaborated with external design teams to convert mockups into working products

ON Networks

Flash Developer

2007 - 2008

- Built Flash custom video player with open-source technologies: eclipse, swfmill, mtasc, etc.
- Re-architected, ported, and updated old Flash applications to use ActionScript 3
- Worked with clients to design and build embedded video "microsites" for their brands

Enspire Learning

Technology Developer

2006

- Developed interactive course material for Flash learning management systems
- Clients include Harvard Business Publishing and Red Hat Software
- Built an event-driven interactivity architecture with object-oriented ActionScript for rapid development of material by a team of developers

frog design

Senior Digital Media Technician

2005 - 2006

- Worked with design teams to rapidly develop, execute, and iterate on interactive Flash prototypes for web and consumer device user interfaces
- Built demo applications and custom UI controls for desktop applications using the Qt toolkit
- Collaborated with overseas developers to produce BREW/uiOne demos for Qualcomm

Austin Community College

Instructor, Game Development Program

2005 - 2006

- Developed and instructed Intro to Game Programming for Game Development students
- Used Python and pygame to demonstrate and teach basic concepts in game programming

Organic, Inc.

Senior Content Engineer

1998 - 2001

- Worked with a team to develop several large corporate e-commerce websites, including Wamumortgage.com, Playstation.com, Macys.com, Blockbuster.com, and Rx.com
- Integrated web UI with java application servers, including ATG Dynamo and BEA Weblogic
- Worked cooperatively with creative departments to translate visual designs, information architecture, user experience flows, and written content into functional interfaces
- Developed data-driven rendering and publishing tools and processes to simplify the production of large, complex websites

Liaise Systems, Inc.

Senior / Lead Developer

1997 - 1998

- Designed and developed web applications for the insurance and banking industry
- Developed bug tracking database for use by development team.
- Created multimedia presentations on CD-ROM for marketing purposes.

WhoWhere?

System Administrator

1996 - 1997

- Performed administration duties for UNIX/Solaris network and database services
- Wrote Perl scripts for web scraping and internal information processing and management
- Provided general technical management and support for company staff

Sim Diego Internet Services

Director of Technical Operations

1996

- Designed and implemented a dial-up internet service with email, web service, and FTP
- Set up internal/external network, backup systems, and remote administration facilities
- Created dynamic client web sites using HTML and Perl/CGI

Warwick Baker and Fiore

Computer Services / Technical Support

1994 - 1995

- Supported all departments in the use of Macintosh computers, PCs, and network usage
- Taught classes and instructed users in the use of applications
- Created and maintained client databases, print control software, and dynamic web pages
- Configured communications and security for internal network, modem dialups, and T1 line

ASCIT - SUNY at Buffalo

Academic Consultant / Graphics Lab Consultant / Site Manager

1991 - 1993

- Facilitated use of University computing services by the user community
- Aided users of all skill levels with UNIX, VMS, workstation and microcomputer use
- Taught workshops and produced documentation on computer usage
- Assisted users with image scanning and manipulation, mathematical/statistical packages

Marc Majcher Consulting
President / Consultant

2001 - Present

- Professional online planning, design, and programming services for clients including:

Zynga Senior Game Developer	Implemented user interface and client-side logic for online games using Flash and Actionscript 3
Mach 10 Studios Game Designer / Developer	Designed and implemented mobile trivia games for iOS using Actionscript 3 and Flash Builder
Mtuity, Inc. Mobile Developer	Built mobile front end for e-learning system using phonegap Maintained Objective-C iOS app for online auction house
Kodak Easyshare Gallery UI Developer	Created Flash UI elements for the navigation and display of photo-based products
Net-Recon / Sneaky Games Online Game Developer	Designed and implemented multiplayer online trivia game with real-time gameplay and chat for a major motion picture studio Architected and built object-oriented, event-driven Flash game client using ActionScript 3 Managed offshore resources for creation of artwork, design, and client and server development
Macromedia Content Engineer	Worked with a team to design and implement a content management and rendering system for macromedia.com using Perl, XML, and Java
Macys.com Senior Content Engineer	Collaborated with creative to design one of the first major Flash-based online shopping experiences ("My Macy's Closet") Integrated Java e-commerce backend with Flash application
frog design Senior Digital Media Tech	Implemented Flash-based "next generation" cell phone interface prototypes
Handwire Flash Developer	Architected and built Flash interface for a kiosk-based wayfinding system for M.D. Anderson Cancer Center Worked with design teams to integrate database and pathfinding information with visual/UI design
Mockingbird Games Flash / Game Developer	Implemented Flash user interface for web-based drag-and-drop game creation software Used Flex to create user photo upload and cropping tools
ForgeFX Interactive Developer	Worked with remote clients and designers to produce interactive demonstrations of biology textbook concepts
Gamut, Inc. Mobile Developer	Developed content showcase application on BREW platform for internal Qualcomm demo Set up test server environment for mobile network distribution of multimedia content

G2link.com Web Developer	Refactored and improved PHP codebase for g2link.com Redesigned user flow and created design documents, optimized and added user features
NEC Motion Designer	Built Flash motion libraries for use in product demos
Noggen.com Game Developer	Scripted game logic for children's entertainment activities
Presidio Labs Interactive Developer	Designed and implemented demos in Flash and Director for networked 3-d data visualization system Used Perl to build database servers, process and import data from varied sources Built and managed small team of Java developers to build proof-of-concept application for investors
Ring2.com Web Developer	Developed website to allow users to manage long-distance teleconferencing packages Worked remotely with creative and engineering teams to integrate design and backend functionality
Science Technologies Interactive Developer	Created interactive animations for physics textbooks
Slam Media Game Designer / Developer	Developed online game concepts and designs for a digital media portal website
Sprint PCS Flash Developer	Implemented Flash-based movie players to display commercials online
Suncountry.com Interactive Developer	Worked with remote team to build rich internet application frontend for airline booking system
Texas Rollergirls Webmaster	Built and maintained website for roller derby league Implemented mailing list software, photo gallery, and XML-based rendering system
There.com Tool / Content Developer	Developed outliner application for asset management Updated and maintained community software Created data-driven web pages for in-game use
uControl UI Developer	Built Flash Lite UI for home security and automation panel

Education

SUNY at Buffalo, NY - *Computer Science, BA program*