

Mark Dekker

Tech Consultant and Software Developer

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Summary

I manage and build custom software platforms (multiple stacks) and mobile apps (Flutter, Phonegap) for startups and educators, from a solid background of both programming and business development.

I'm always in search for meaningful projects with passionate people, where I can add huge value and we can all have a laugh in the process.

I have worked with a number of startups, including my own, and take great pleasure in getting something off the ground, or helping a project to the next level.

My personal passions/hobbies and experience include building custom motorcycles, starting a gourmet hamburger restaurant, promoting for the movember mens health foundation, building boats, playing any instrument I can pick up, and exploring the world.

Experience

markdekker.com

Softwareentwickler und Berater January 2018 - Present (3 years 5 months) Nuremberg, Bavaria, Germany

Managing custom software development for startups, and providing consulting for in-house or externally run development projects.

Everything from conceptual specs, to improving/scaling a dev team, product rollout, right through to developing business and marketing strategy.

I do this work with passion, and thrive on problem solving and adding value, while having fun in the process.

Snapp Mobile Limited

CTO / Co-Founder

March 2014 - April 2020 (6 years 2 months) Napier, New Zealand

Snapp Mobile develops mobile applications for the Education and Small to Medium enterprise sector.

I worked as Co-Founder / Technical Director for 6 years, and developed a highly scalable business model and software platform that allowed the company rapid growth.

The core product was schoolapps.nz.co.nz a communication tool for schools and their community. We

branched this into 5 other verticals including clubs and hospitals.

electricsoul.com

Lead Technical Consultant

March 2019 - September 2019 (7 months) Hong Kong SAR

Electric Soul is an exciting startup for the electronic music community, and includes powerful event management and ticketing in both an app and SaaS product.

My role was to restructure the development team, and guide the new external team with a clear scope and strict dev practices.

I also lead planning and brainstorming sessions for the next major phase of the app's development, working closely with the CEO and heads of department to convert their business goals into a spec document and sprint plan.

markdekker.com - Freelance Senior Software Developer Owner

January 2009 - January 2018 (9 years 1 month)

A small freelance company offering high level frontend development, consulting, contract work.

Medium to large projects, either solely managed, or working together with agencies like AKQA, EA Sports, and various boutique agencies across Europe.

AKQA

Lead Front End Developer - EA Sports FIFA14 Release mobile site

August 2013 - September 2013 (2 months)

Contracted to build the mobile optimised version of EA Sport's FIFA14 game release website.

The site included a tile loaded map using leaflet.js and presented video content from youtube.

The entire interface was built on the fly from a JSON object and utilised handlebars javascript templates and CSS3D transitions. This was a high stakes and time pressured build, I loved it, and we completed a week before the deadline.

Electronic Arts

Lead Front End Developer - EA Sports, speedhunters.com rebuild

June 2013 - August 2013 (3 months)

Hired to rebuild speedhunters.com, a large wordpress based automotive blog owned by EA Games. A new design was delivered to me, I translated that into a custom theme built from the ground up. The project included custom SQL queries, AJAX content, many custom javascript components and database optimisation.

AKQA Amsterdam

Contract Front-End developer for EA Sports FIFA12 launch site

August 2011 - October 2011 (3 months)

Amsterdam

I was contracted by AKQA to act as lead FED, building a media rich and social integrated website for the launch of EA Sports FIFA12 game release.

Mediamatic

Senior Front-end developer

June 2008 - January 2009 (8 months)

Building content managed websites, a mix of back and front end programming. Concepting and developing javascript modules for the in-house CMS.

Reactive Media

Lead Front-end developer

May 2006 - April 2008 (2 years)

This position included slicing templates provided by in-house designers, Developing and improving their CMS product with new interface features, a small amount of Flash work, Writing

documentation for CSS implementation and seeing that the standard of work remained high throughout the company. Rebuilding the in-house project timesheet system in AJAX.