
MARCUS THOMPSON



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OBJECTIVE

Developing innovative learning experiences with an high engagement and measurable outcomes

SKILLS

Blending a passion for making education engaging with a background in creativity.

EXPERIENCE

LEARNING TECHNOLOGIST/GEORGIA STATE UNIVERSITY

2016 - Current

The learning Technologist; Design technology training and pedagogy seminars, including repurposing existing training, updating training materials, and rewriting training guides. Assisting faculty with adopting, implementing and using technology. Promote best practices in education. Create job aids, screencasts, and other training material. Operates a variety of computer platforms, operating systems, and software as well as peripheral equipment. Maintaining and manage equipment and software such as mobile devices and apps use to support learning technology programs.

PURCHASING/JUSTIN DIRECT

2015 - 2016

Manage purchases in excess of \$100,000. Selecting and approving purchases. Arrange international shipping, importing and logistics. Processing invoices and payments. Build relationships with vendors, manufacturers, shippers and colleague. Generating pricing information. Processing Invoices and payments.

PHOTO EDITOR/FLOOR & DECOR

2015 - 2016

Manipulate images for ecommerce. Ensure each image reflects the actual product and accurately as possible and is free from blemishes and imperfections. Apply graphic and digital enhancements. Maintain image database. Ensure brand & product consistency.

INSTRUCTIONAL TECHNOLOGIST/GEORGIA PERIMETER COLLEGE

2013 - 2014

Creating resource, training and reference material to assist students and faculty in using new technology and software as it become available. Creating and designing video tutorials and instructional content. Building resource library for LMS and classroom technology. Building collaborative content and services.



EDUCATION

MASTER OF EDUCATION - 2017

University of West Georgia

The Master of Education with a Major in Media (Instructional Technology Concentration) program is designed to prepare progressive, innovative, academically grounded instructional technologists. Graduates of the program apply their skills in corporate, health care, and government organizations. In the program, students collaborate with various stakeholders through an array of technology-based tools and applications. Through professional field experiences and clinical practices, the learning experiences are performance-based and problem-based.

REFERENCES

Valora M. Richardson, Ph.D./Georgia State University.

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