

Miriam E. Bogler

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EDUCATION:

The George Washington University, Washington D.C.
Currently pursuing a Master of Arts
Major: Educational Technology Leadership Current GPA: 4.0

Mount St. Mary's College, Los Angeles, CA
Bachelor of Arts in Psychology May 1992 Overall GPA: 3.4

Practical Engineering College, Beer-Sheva, Israel
Practical Engineering in Computer Programming June 1981

CONTINUING EDUCATION:

UCLA Extension - *Interactive Multimedia Authoring Using Lingo*
(Macromedia Director 5.0) Summer 1997

UCLA Extension - *Interactive Multimedia*
(Design Process and Overview) Summer 1996

UCLA Extension - *C Programming* Summer 1995

UCLA Extension - *Mastering the World Wide Web* Summer 1995

UCLA Extension - *Interactive Multimedia*
(The Real Promise of the Digital Revolution) Summer 1993

WORK EXPERIENCE:

2002 - Present

Apollo's Vision Computer Clubs, Inc. (*Principal*)

- Created models of project based learning using cutting-edge technology tools
- Helped local schools incorporate technology into the curriculum
 - Offering after-school robotics programs using Lego's Mindstorms
 - Teaching multimedia, simulations, and games, using LCSi's MicroWorlds
- Conducting a Project-Based Learning Program to Gifted and Talented Students (GATE) incorporating:
 - Creation of Simulations, Game Design and Multimedia Presentations using LCSi's MicroWorlds EX
 - Modeling projects using StarLogo
 - Robotics using Lego's Mindstorms
 - Knowledge Representation projects using FileMaker Pro

1998 - Present

Apollo's Vision (*Principal*)

FileMaker Pro Database Developer

- Developed custom school solutions for administrative and curricular purposes

Game Design Courses (*volunteer*)

- Taught programming through game design projects, using Macromedia's Director and LCSi's MicroWorlds, to elementary, junior-high, and high school students

1993 – 1998

Campbell Hall School

Computer Teacher & Technology Curriculum Coordinator

• **Technology Curriculum Coordinator K-12**

- Created project prototypes demonstrating the use of technology in education
- Worked with teachers in conceptualizing, planning, and executing projects that use technology
- Worked with teachers and students as technology projects facilitator

• **Computer Teacher – Grades 1 – 12**

- Taught interactive multimedia courses to junior-high and high school students using Macromedia's Director 6.0 authoring and advanced Lingo scripting
- Taught application software to junior-high and high school students (Photoshop, Painter, FileMaker, Word, Excel, HyperCard, etc...)
- Taught Logo programming to elementary school students
- Developed problem solving strategies and thinking skills through programming

1991 – 1993

Wizz Kids

Computer Teacher

- Introduced students to multimedia using MicroWorlds and Hypercard
- Developed problem solving strategies and thinking skills through programming

1990 – 1991

The Fully Alive Center

Math Teacher

- Taught math to troubled teens
- Formulated lesson plans

1983 – 1985

International School of Business (Nairobi, Kenya)

Computer Programming Teacher

- Taught programming in Basic, Pascal, and COBOL
- Formulated lesson plans

1981 – 1983

Nuclear Research Center (Dimona, Israel)

Applications Programmer

- Wrote application programs in COBOL for database management and maintenance

MEMBERSHIPS/PROFESSIONAL AFFILIATIONS:

- Community Technology Centers' Network (CTCNet) - Member
- FileMaker Solution Alliance – FSA Consultant/Associate
- FMDisc (Filemaker Developers in Southern California) – Member

GENERAL INFORMATION:

Citizenship: USA

Languages: Fluent: English, Hebrew, and Hungarian
Conversational: Romanian, German