

# 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