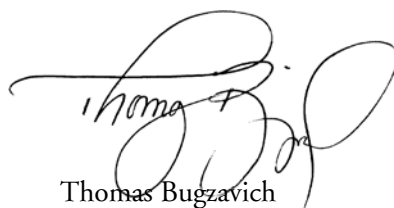


Experience in instruction, curriculum design and computer technology has contributed to my career in education. I make a consistent effort to keep abreast of changes in the technology and how it will effect the future of education. I am well versed with a variety of computer hardware and software and system networking. The strategies I have learned in my professional experience have given me the knowledge to execute and edify advanced design production techniques.


I have hands-on experience interacting with a diverse student population; including groups representing traditional and nontraditional pupils, first generation college students as well as re-entry, at-risk, and transnational students.

I am a contributing member of my community and expect to bring the same commitment and high energy level to my place of employment. My enclosed resume provides specific information about my academic and professional background.

Sincerely,



Thomas Bugzavich



Future teaching strategies for educators will rely heavily on the integration of technology into the classroom and how to use that technology in the creative process. Instructors using hypermedia teaching technologies will explore new ways for teachers to teach and students to learn. They will be bounded in this venture only by their own imaginations.

Imagery communicates ideas and information but also must challenge and stimulate us. Imagery that directs us into new ways of thinking reflects the creative spirit. New technologies are valuable for educators and designers and must be absorbed by them in order to be used intuitively in the creative process. To integrate computers into the curriculum, it is essential to push the boundaries of traditional techniques and to open up new avenues, new directions in communication. In this process, the focus is not on the technology itself, but on how we use the technology in the creative process. Whether we are developing programs for the computer or using existing software, it is critical to gain an understanding of the process of computing and to develop new ways of using computers to create imagery that is different from the imagery created with other media. Innovative imagery reflects the uniqueness of computing.

The dynamic nature of computer generated graphics and animations, the rich visual database of software, interactive techniques and the opportunity to employ professional video graphic techniques in the classroom all tend to target the learner with a delivery mode that is familiar, attention getting and limited only by the creativity of the teacher employing it.

The opportunity for individual teachers to create their own interactive learning environments with hypermedia techniques and to utilize tools once restricted to professional videographers expands the boundaries of pedagogical possibilities. Hypermedia teaching strategies used in an interactive environment focuses on the utilization of electronic blackboard systems for online presentations and in interactive learning stations for individualized instruction.



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OBJECTIVE

To be a challenging, stimulating and rewarding dynamism in design education.

TEACHING EXPERIENCE

Art Institute of Pittsburgh, Online Division
Adjunct Faculty, Media Arts, Animation, and Interactive Design

Cuyamaca College
Adjunct Faculty, Graphic Design

Southwestern College
Adjunct Faculty, Visual Arts and Computer Information Systems
Faculty, College For Kids

Kent State University
Visiting Professor, UCDA

PROFESSIONAL EXPERIENCE

Southwestern College
Instructional Design Specialist, Learning Resource Center
Coordinator, Student Technology Assistant Program

San Diego Business Journal
Production Director, San Diego Business Journal

Publishers Development Corporation
Art Director, Arts & Activities Magazine

Perspective Instructional Communications
Illustrator

Taylor Winfield Corporation
Photographer



EDUCATION

San Diego State University

Graduate coursework leading to a certificate in Instructional Technology. *IP*

Kent State University

Master of Arts, Visual Communication Design.
Graduate coursework in media design, interactive and web technologies.

Apple Computer

Macintosh OS X and OS X Server Administration and Integration.

University of California San Diego

Coursework in instructional process and technique culminating in a Vocational Education Credential.

Oklahoma State University

Design, development and delivery of distance education and teleconferencing solutions.

California Lutheran University

Research and development of interactive videodiscs for use in computer aided courseware development.

Rochester Institute of Technology

Production workshops concentrating on the development of audio visual programs.

Kent State University

Bachelor of Fine Arts, Graphic Design.
Diversified course study in two and three dimensional design, typography, illustration, lithography, and darkroom techniques.

Basel School of Design, Switzerland

Instruction with international designers devoted to the development of typographic, rendering, and colorific skills.



COMMUNITY

Curriculum Development

Podcasting, 2007-08
Online Education Delivery, 2005-07
Interdisciplinary New Media, 1998
Surgical Technology QTVR Orientation, 1996
Multimedia Authoring, 1995
SDICCCA Multimedia Consortium, 1994

Apple iTunes University at Southwestern College

System Administrator, 2007-present

California Commission on Teacher Credentialing

Vocational Education Teaching Credential, 1999
Lifetime Teaching Credential, 1990

Cow Parade San Diego

Artist, 2008-09

San Diego County Fair

Student Showcase Judge, New Media, 2003-08

Tech Ed California

Speaker, Using the Web to Support Instruction, 2004

Chula Vista Nature Center

Outstanding Volunteer, 1999
Volunteer of the Month, 1994

San Diego Union-Tribune, DelMar Fair

Web Design, Best of Show, 1998

San Diego Computer Fair

Speaker, 1994, 1995

National Council for Marketing and Public Relations

Catalog Design, Gold Medallion, 1992, 2003, 2005
Poster Design, Gold Medallion, 2000, 2002
Class Schedule Design, Bronze Medallion, 1991, 1992, 1997
Class Schedule Design, Gold Medallion, 1995
Poster Design, Bronze Medallion, 1993

Southwestern College

Outstanding Classified Employee, 2000
Outstanding Adjunct Faculty Nomination, 1992



CURRICULUM

Computer Animation
Careers in New Media
Digital Imaging
Design I
eCommerce Web Design
Fundamentals of Digital Media
Graphic Design - Draw
Graphic Design - Layout
Graphic Production
Multimedia/Digital Video
New Media Form & Content
Principles of Graphic Design
Typography
Web Page Scripting

SOFTWARE PROFICIENCY

Acrobat	Illustrator
After Effects	InDesign
Blackboard	Photoshop
Cinema 4D	Premiere
Dreamweaver	QuickTime
Final Cut Pro	Soundtrack
Fireworks	Web CT
Flash	Word

MEMBERSHIPS & AFFILIATIONS

Merlot
TechEd
Siggraph
AIGA San Diego
Blackboard Online
Chula Vista Nature Interpretive Center
University & College Designers Association
Community College Multimedia Consortium

REFERENCES

Carla Kirkwood, Coordinator, International Programs - ckirkwood@swccd.edu
William Alexander, Professor, Telemedia - walexander@swccd.edu
Pamela Ellis, Professor Emeritis, Language Arts - pamelasueellis@cox.net



DIVERSITY

Student diversity has been challenging and rewarding to me. The heterogeneity of my male/female students of various ethnic backgrounds has added a dimension to me and to the student, which would not be available in a homogeneous teaching environment. Multiplicity contributes to the end product being greater than the sum of its parts in that many additional learning and perceptual moments emerge to form lasting “teachable moment” memories to both the instructor and the student. It has been rewarding to gather student feedback that my teaching content and classroom atmosphere have contributed to their visual arts and overall success skills.