

Julia Bulkowski

Instructional Designer

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Summary of Qualifications

Creating instructional solutions for learners of diverse ages, backgrounds, abilities, and learning styles. Internalizing complex information and synthesizing it into effective instruction using appropriate media. Analyzing and evaluating instruction to improve its efficiency and effectiveness.

Education

M.A., Education <ul style="list-style-type: none">• Instructional Technology	San Jose State University	expected May, 2006
Multiple Subject Teaching Credential <ul style="list-style-type: none">• Cross-cultural Language and Development emphasis	San Jose State University	2003
B.S., Neuroscience	Brown University	2001

Professional Experience

Learning Management Strategist; *Informatica Corporation* 2006

- Conduct skill gap analysis to design learning management system architecture

Technical Trainer & Educator; *Lockheed Martin Space Operations* 2004-2006

- Manage Flies in Space and Radiation Biology projects aligned with national science standards
- Develop content and storyboard for interactive Flies in Space web learning project
- Analyze, design, develop, implement, and evaluate hands-on workshops at national conferences
- Conduct needs assessments for NASA's life sciences instruction
- Design and develop training for astronauts on the space shuttle and International Space Station
- Write proposals to receive over \$210,000 for new outreach projects

Instructional Design Intern; *Cranford and Associates International* 2005

- Designed, developed, and evaluated a Design Document Template for use by learning consultants
- Analyzed interactivity of existing e-learning, virtual classroom, and instructor-led courses

Classroom Teacher and Naturalist; *Sunnyvale and Evergreen School Districts* 2001-2004

- Developed and implemented math, science, reading, language arts, and social studies curricula
- Implemented instruction in geology, astronomy, and ecology to over 2,000 sixth graders

Leadership Director & Challenge Course Facilitator; *Girl Scouts of the USA* 1997-2004

- Designed, developed and implemented challenge course, ropes course, and rock-climbing program

Skills and Tools

Instructional Technology: Curriculum development, website design, storyboarding e-learning modules, design documents, technical training

Computer Applications: Microsoft Suite; Outlook Macromedia Dreamweaver, Fireworks, Flash; Adobe Photoshop; Oracle Calendar; FastTrack & Microsoft Project; Electronic gradebooks

Instructional Design Methodologies: ADDIE, Kemp model, Kirkpatrick's four levels of evaluation, Bloom's taxonomy, Gagne's events of instruction, whole brain learning theory, Gardner's multiple intelligences, Adult learning theory