

CONTACT



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SKILLS

Backward Curriculum Design

Design Thinking

Maker Education

Project-based Learning

CS+ STEAM + Technology Integration

Technology Instructional Design

Community Engagement

Programming Languages: Processing, p5.js,

Arduino, JavaScript, HTML + CSS, Python*,

Snap! Scratch, MakeCode, Alice

Microcontrollers (multiple), electronics,

circuitry

Robotics: Lego EV3, Spike (FLL), WeDo,

Hummingbird, Finch, mBot, BeeBots, Ozobot,

Digital Fabrication: Laser cutting, 3D

Printing, CNC Milling, Die-Cutting

Digital Arts: Adobe Spark, GarageBand,

Green Screening, Stop Motion, AR + VR,

Illustrator, Photoshop, Lightroom

Languages: Bilingual English / Spanish,

working knowledge of Latin, French, Italian

Interests: DSLR Photography

CHRISTINA TOBAJAS

CODING / STEAM / TECHNOLOGY

Dynamic Computer Science and Maker educator seeking a role in designing meaningful, project-based learning experiences for students. Proponent of backward curriculum design and elevating student voice. Values working on a team and interdisciplinary collaboration within my school community.

EDUCATION

Columbia University -- John C. Kluge Fellow,
B.A. Spanish Language and Literature

September 2000 - May 2004

The Graduate Center, CUNY -- Chancellor's Fellowship

September 2005 - May 2009

Completed doctoral coursework in Spanish literary theory, the history of the Spanish language, theory/practice of editing texts, and the 17th c. poetry of Quevedo

EXPERIENCE

The Dalton School

MS/ US Computer Science Teacher, CS Integrator (2023-present)

The Spence School

MS Computer Science Teacher, Grade 8 Advisor (2021-2023)

- Taught 6th and 8th grade Computer Science courses as well as 8th Grade Physical Computing Elective
- First Lego League Robotic Coach (Sept 2022 - Present)

Village Community School

Technology Integrator, Coding and STEAM Teacher (2018 - 2021)

- Designed student-centered curriculum for K - 8 around Design Thinking, STEAM, and innovative technologies
- Developed and taught 8th Grade Computer Science curriculum in Web Design and Processing
- Collaborated with teachers on curriculum design and technology integration in their subject areas
- Created and facilitated instructional technology professional development for teaching staff
- Showcased Technology and STEAM program through interactive school-wide public relations events

SELECT PROFESSIONAL LEARNING

Project Zero: Visible Thinking

Global Online Academy: Designing for Online
Learning, Design for Student Voice, Design a
Feedback Ecosystem

Courageous Conversations

Logo Summer Institute

First Lego League Professional Development

International Center of Photography

ACADEMIC CONFERENCES

NYSAIS Teaching With Technology

"3D Design Made Easy" - Presenter (2018)

Village Community School

Technology and STEAM Teacher (2011 - 2018)

- Designed curriculum for and taught Technology 2 - 4 (Topics covered included computer literacy, digital citizenship, internet skills, keyboarding, word processing, computer graphics, animation, desktop publishing, coding, and 3D printing)
- Designed from the ground-up STEAM, Maker, and Design Thinking curricula for grades 5 - 7.

La Scuola d'Italia, G. Marconi

Technology Teacher (2004 - 2011)

- Developed and delivered technology curricula to grades 2 - 8
- Directed on-site maintenance of school-wide IT infrastructure across two campuses
- Designed professional development for staff to support instructional design with technology

ADDITIONAL EXPERIENCE

Hunter College, CUNY

Spanish Adjunct Professor (2006 - 2009)

- Taught Spanish language survey courses to increase students' communicative, aural, reading, and writing proficiency in Spanish

Columbia University Academic Information Systems

IT Consultant (2002 - 2004)

- Provided IT support to university students, faculty and staff.

TestTakers

SAT Verbal Instructor (2001 - 2005)

Mescape, Inc.

Web Developer (2000 - 2001)

- Optimized media and articles for web publication