

Richard Lombardo is an instructional technology specialist with the Texas Juvenile Justice Department. He specializes in developing innovative ways of integrating technology into the classroom. Lombardo works within the security confines of the agency with a goal to provide students the opportunity to learn 21st century technology skills.

A former graphic artist, Lombardo began his adventures in education as a mathematics and computer science teacher in the Clark County School District in Las Vegas, Nevada. After earning his master's degree in mathematical sciences, he combined his passions for teaching and technology to become an educational computer strategist. Lombardo eventually became an associate graduate instructor for the University of Nevada, Las Vegas, where he developed and taught instructional technology courses through the Southern Nevada Regional Professional Development Program. Specializing in mobile devices, desktop publishing, and Google products, Lombardo worked with a team of developers to deliver cutting-edge technology integration strategies.

Upon moving to Texas, he returned to the classroom to teach middle school IB technology and multimedia classes. Back in his element, Lombardo taught clay animation using Adobe® Premiere® Elements, along with video game design using Adobe Photoshop® and the Scratch programming language.

In addition, he has presented at local and national conferences including the Texas Computer Education Association (TCEA) and the California League of Schools conferences. Outside the workplace, you can find him on the ice playing adult ice hockey or enjoying the outdoors of Central Texas.