

liza stark

lizastark@gmail.com
804.921.1860
nyc, ny

thesoftcircuitteer.net

education

Parsons The New School for Design _ New York, NY
MFA in Design + Technology with Honors

August 2010-May 2012

University of Virginia _ Charlottesville, VA
BA in Russian Studies, BA in History

September 2002-May 2006

experience

Senior Manager of Learning + Engagement _ littleBits Electronics, Inc., New York, NY

Oct 2015 - current

>> Lead the design of tools, programs, content, and experiences to support the littleBits community. Strategize and implement engagement methods for multiple audiences; collect and share insights; celebrate and connect community members through on and offline events.

Game Designer _ Institute of Play, New York, NY

August 2012 - August 2015

>> Collaborate with teams of educators and game designers to conceive and plan development of games and game-like learning activities. Produce digital and non-digital game materials and assets.

>> Co-plan and deliver TeacherQuest and STEMQuest, professional development programs for teachers in NYC and across the country on games and game-like learning. Aid in development of online teacher community.

Adjunct Faculty _ Parsons The New School for Design, New York, NY

August 2012 - current

>> Currently teaching Computational Craft, an elective course in the MFA Design and Technology (MFADT) program for the past two years. This course examines how traditional crafting techniques can be interwoven with new materials such as conductive ink, thread, fabric, and more to generate "soft" interfaces that move, sound, or illuminate. Course website: <http://lizastark.com/compcraftfall14/syllabus/>

>> Taught a section of Creativity and Computation Lab, a required course for first year MFADT students covering the fundamentals of Processing, Arduino, and openFrameworks. Course website: <http://lizastark.com/cclabfall2012>

>> Taught Fashioning Technology, an applied research course that explored alternative materials and methodologies for constructing and embedding circuits through the lens of fashion and product design.

Digital Innovation Associate _ EDesign Labs, New York, NY

September 2012 - July 2013

>> Co-facilitate creative collaborations between teachers and technologists to reimagine K-12 learning experiences by designing and building new digital media tools. Strategizes participatory design methodologies and create assets/materials used during the design process.

Co-Chair _ MFA Design+Technology Thesis Exhibition and Symposium, New York, NY

February-June 2012

>> Planned, curated, coordinated, and executed the MFA Design + Technology Thesis gallery exhibition and Symposium for over 80 MFAD+T candidates.

Founding Team Member + Learning Designer _ gadg!TERATION, Parsons, New York, NY

November 2011-August 2013

>> Collaborate to design and develop interaction design and physical computing STEM and STEAM-based learning activities to a high school audience. Responsibilities include evaluating program development and learner growth, developing curricular materials, and co-writing and presenting at various conferences focused on STEAM education.

Global Classroom Coordinator _ One To World, New York, NY

September 2008-August 2010

>> Coordinated and implemented cross-cultural classroom visits between NYC K-12 public school students and visiting university level international students in 20 schools across the five boroughs serving more than 1500 public school students.

Assistant Manager of Operations _ Eye Think, Inc., New York, NY

October 2006-May 2007

>> Aided manager of operations in preparation, creation and assembly of studio products and multi-glass tile installations. Tasks included stretching, preparing, and exposing screens for press runs; operating silkscreen press and router; working with glass tiles; operating sandblaster and kilns.

2017

Crafting Resistance, Parsons The New School for Design, New York, NY (*In progress*)

Artist's talk & workshop, Textile Bootcamp, Fab Lab Barcelona, Barcelona, Spain

2016

Data Vows, eTextile Summercamp Exhibition, Ponce sur le Loir, France

How to Turn a Teacher into a Game Designer, Part of Teaching with Games 3: Another Six Exercises in Play talk curated by Colleen Macklin & John Sharp, Game Developers Conference, San Francisco, CA

2015

POV Hand Fan, eTextile Summercamp Exhibition, Ponce sur le Loir, France

TeacherQuest Collab, Institute of Play, Denver, CO

Family Maker Day Workshop, WNYC's Greene Space, New York, NY

2014

Cooking with Hardware (in collaboration with John Keefe), NICAR Conference, Baltimore, MD

2013

gadg!TERATION Demo, World Maker Faire, New York, NY

2012

Opening Ed through Computational Craft: Designing Open Hardware for Educators with BOXES, Open Hardware Summit, Eyebeam, New York, NY

BOXES, World Maker Faire, New York, NY

BOXES: Building Open Expandable Electronic Systems, MFA Design + Technology Thesis Show, New York, NY

BOXES: Educator Workshop, Parsons The New School for Design, New York, NY

2011

Bridge Whispers (in collaboration with Caitlin Morris), CIANT enter5 Festival, Prague, Czech Republic

Textile Arts

E-Textiles

Paper Engineering

Felting

Table-top Loom Weaving

Paper-based Computing

Quilting

Basic Pattern Creation

Sewing:

>> Handstitch, Mechanical,

Overlock machine sewing

Software

Arduino

Processing

Fabrication

Laser cutter

Vinyl Printer

3D Printing

Web/Design

Wordpress

HTML/CSS

Adobe MasterSuite:

>> Photoshop, Illustrator,

InDesign, Premiere

iMovie