

LIZA STARK

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New York, NY



EDUCATION

Parsons The New School for Design _ New York, NY

Aug 2010-May 2012

MFA in Design + Technology with Honors

University of Virginia _ Charlottesville, VA

Sep 2002-May 2006

BA in Russian Studies, BA in History, Minor Russian Literature

EXPERIENCE

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

Aug 2012 - current

// Current courses taught in the MFA Design + Technology program: Computational Craft and Physical Computing. Past courses include Fashion Technology and Creativity + Computation Lab.

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

Oct 2015 - Oct 2017

// 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

Aug 2012 - Aug 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.

// Project managed the opening of a new middle school in Denver, CO. Co-developed the Youth Advisory Council, a student leadership body created to co-design best practices related to school design and associated informal learning spaces.

// Led informal youth programming around making and design at Quest to Learn, culminating in youth-led professional development for teachers on student-chosen technology including 3-D modeling, Makey Makey, littleBits, electronics, and Scratch.

Digital Innovation Associate _ EDesign Labs, New York, NY

Sep 2012 - Jul 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.

Founding Team Member + Learning Designer _ gadgITERATION, Parsons, New York, NY

Nov 2011-Aug 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

Sep 2008-Aug 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., Boston, MA

Oct 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.

WORKSHOPS

eTextile Spring Break, The Wassaic Project, Wassaic, NY, April 2018 (forthcoming)
Design + Systems Thinking Professional Development for Journalism + Design Faculty at The New School, Institute of Play, New York, NY, 2017 (forthcoming)
Crafting Resistance Workshop Series, Parsons The New School for Design, New York, NY, 2017
Coding with littleBits, Google Youth IO, Palo Alto, CA, 2017
Artist's Talk & ATtiny Workshop, Textile Bootcamp, Fab Lab Barcelona, Barcelona, Spain, 2017
BitCraft: littleBits + Minecraft, Mojang HQ, Stockholm, Sweden, 2016
Level Up Arduino, eTextile Summer Camp, Ponce sur le Loire, France, 2016
Family Maker Day Workshop, WNYC's Greene Space, New York, NY, 2015
TeacherQuest Collab, Institute of Play, New York, NY, 2015
STEMQuest, Institute of Play, New York, NY, 2014
Introduction to Soft Circuits, ITP EdCamp, NYU, New York, NY, 2014
TeacherQuest, Institute of Play, New York, NY, 2013-2014
Making Data-Driven Objects, Hack/Hackers NYC, The New School, New York, NY, 2014
gadgITERATION Workshop Series, Parsons The New School For Design, 2012

TALKS + PANELS

Keynote Speaker (forthcoming), Virginia Children's Engineering Conference, Roanoke, VA, 2018
Computational Craft 101, GOALS for Girls, Intrepid Museum, New York, 2017
Wicked Fabrics Panel: Sustainability (Moderator), eTextile Summer Camp Exhibition, Ponce sur le Loir, France, 2017
Social eTextiles Panel (Moderator), eTextile Summer Fest, Ponce sur le Loir, France, 2017
How to Turn a Teacher into a Game Designer, Part of Teaching with Games 3: Another Six Exercises in Play, Game Developers Conference, San Francisco, CA. 2016
TeacherQuest Talks: Learning Happens By Doing, Educator Innovator, New York, NY, 2015
Cooking with Hardware at NICAR, National Institute for Computer Assisted Reporting Conference, Baltimore, MD, 2014
Scrapyard Challenge Jr., A Low-Cost, Reduced Feature-Set Platform Utilizing Open Hardware for Experimenting with Electricity and Materials Through Creating Sound (with Katherine Moriwaki, Jonah Brucker-Cohen, Louisa Campbell, Joseph Saavedra), Open Hardware Summit, New York, NY, 2012

RESIDENCIES

Residency, The Laboratory, May 2018 (forthcoming)
t.Lab Fellow, Brooklyn Fashion + Design Accelerator, Pratt Institute, 2017
eTextile Summer Camp, Ponce sur le Loire, France, 2015-2017

SKILLS + INTERESTS

Software	Fabrication	Web/Design	Textile Arts
Arduino	Laser cutter	Wordpress	eTextiles
Processing	Vinyl cutter	HTML/CSS	Sewing (Handstitch, Machine, Overlock machine sewing)
Basic Eagle	3D printing	Adobe MasterSuite: //Photoshop, Illustrator, InDesign, Premiere iMovie	Paper Engineering Felting Table-top Loom Weaving Paper-based Computing Quilting Basic Pattern Creation