LIZA STARK

lizastark@gmail.com
thesoftcircuiteer.net
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 and recent courses taught in the Design + Technology program: Collab Studio (BFA), Thesis Studio 1 (MFA), Computational Craft (MFA), and Physical Computing (MFA). Past courses include Fashion Technology and Creativity + Computation Lab.

Curriculum Designer (Contract) _ Various, New York, NY   Feb 2018 - current

// Girls Who Code: Led the design and development of the Wearable Technology & Fashion Design curriculum for the Campus program. Responsible for all content development including written tutorials, video walk-throughs, teacher guides, and slide decks.

// Fabricademy: Designed and delivered sessions on eTextiles + Wearables to participating international FabLabs and Makerspaces

TEK-TILES Team Leader _ Brooklyn Fashion + Design Accelerator, New York, NY   Jun - Aug 2018

// Led collaboration of undergraduate students and BF+DA Production Lab team to envision, design and manufacture knitwear, e-Textiles, and wearables focused on improving the human experience, specifically for elders, children, and people with disabilities. Responsibilities included hardware and software development, e-Textile development, and project management.

Senior Manager of Learning + Engagement _ littleBits Electronics, Inc., New York, NY   Oct 2015 - Oct 2017

// Led the design and creation of tools, programs, content, and experiences to support, grow, and celebrate the littleBits community.
// Oversaw teams of educators, students, and families to brainstorm, create, and upload projects and/or lesson plans to the community Invention Platform to support company initiatives.
// Led strategic planning for all external community content and programs. Set KPIs and performance goals, managed cross-pod goal setting, and delivered project status reports to internal and external stakeholders.

Game Designer _ Institute of Play, New York, NY   Jan 2011 - Aug 2015

// Collaborated with teams of educators and game designers to conceive, plan, and develop of games and game-like learning activities. Produced digital and non-digital game materials and assets.
// Co-designed and delivered TeacherQuest and STEMQuest, professional development programs for teachers in NYC and across the country on games and game-like learning.
// Project managed the opening of a new middle school in Denver, 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-facilitated creative collaborations between teachers and technologists to reimagine K-12 learning experiences by designing and building new digital media tools. Strategized participatory design methodologies and created supporting assets and materials.

Founding Team Member + Learning Designer _ gadgITERATION, Parsons, New York, NY   Nov 2011-Aug 2013

// Collaborated to design and develop interaction design and physical computing STEM and STEAM-based learning activities for NYC high school students. Responsibilities included developing curricular materials, facilitating workshops, and evaluating and reporting program development.

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.

eTextiles + Wearables Workshop I & II, Fabricademy, 2018-19

eTextile Spring Break, Lead Organizer, The Wassaic Project, Wassaic, NY, April 2018 + 2019

Sensor Knitting 101, New York Tech Zine Fair, School for Poetic Computation, New York, NY, 2018

Design + Systems Thinking Professional Development for Journalism + Design Faculty at The New School, Institute of Play, New York, NY, 2018

Soft Circuit Storytelling Workshop, Virginia Children's Engineering Conference, Roanoke, VA, 2018

Crafting Resistance Workshop Series, Parsons The New School for Design, New York, NY, 2017

Coding with littleBits, Google Youth IO, Palo Atlo, CA, 2017

BitCraft: littleBits + Minecraft, Mojang HQ, Stockholm, Sweden, 2016

Family Maker Day Workshop, WNYC's Greene Space, New York, NY, 2015

TeacherQuest Collab, Institute of Play, Denver, CO, 2015

Introduction to Soft Circuits, ITP EdCamp, NYU, New York, NY, 2014

TeacherQuest and STEMQuest, 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

eTextile Spring Break: Crafting Community through Magic Circles, Creative Technology Symposium, Columbia University, 2018

Keynote Speaker, Virginia Children's Engineering Conference, Roanoke, VA, 2018

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

Designer in Residence, Journalism+Design Program, The New School, 2018

Eyeo Artist Fellowship, June 2018

Residency, The Laboratory, May 2018

eTextile Spring Break, 2018-2019

t.Lab Fellow, Brooklyn Fashion + Design Accelerator, Pratt Institute, 2017

eTextile Summer Camp, Ponce sur le Loire, France, 2015-2017

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