

liza stark

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education

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

August 2010 - May 2012

Herzen University_, St. Petersburg, Russia
Russian Language and Area Studies Certificate

Summer 2007

University of Virginia_, Charlottesville, VA
BA in Russian Studies, BA in History

September 2002 - May 2006

employment

Senior Design Assistant _ Institute of Play, New York, NY

September 2012 - current

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

Digital Innovation Associate _ EDesign Labs, New York, NY

September 2012 - current

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.

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

August 2012 - current

Currently teaching Soft Circuits: Computational Craft, an elective course that explores alternative materials and methodologies for constructing and embedding circuits at the intersection of craft, interface, and architecture. Course website: <http://lizastark.com/compcraft2013>

>> 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 elective course that explores alternative materials and methodologies for constructing and embedding circuits through the lens of fashion and product design.

Collaborator + Curriculum Developer _ gadgITERATION, New York, NY

November 2011 - current

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.

Game + Curriculum Design Intern _ Institute of Play, New York, NY

September 2011 - March 2012

Collaborated with teachers, game designers, and curriculum designers to design, develop, and implement games and learning activities that merge classroom content with systems thinking concepts at Quest to Learn middle school. Designed, developed, and built assets and materials for games and other activities.

Mobile Quest Mentor _ Institute of Play, New York, NY

July 2011

Partnered with lead mentor to teach 6th grade students gaming concepts using an augmented reality mobile gaming platform (ARIS) in which students designed, implemented, and playtested their games on the High Line Park.

Activate! Research Assistant _ PETLab, Abu Dhabi, UAE

July 2011

Collaborated with other Activate! team members to teach game design to Emirati teachers and high school students using the Game Maker platform. Designed curriculum for teacher trainings.

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.

Designed, implemented, documented, and assessed program curricula and program training materials (Global Guide Manuals), program-specific educational tools such as the Global Classroom (Passports and Journals), and the 2007/08 and 2008/09 Global Classroom Annual Report.

Assistant Manager of Operations _ EyeThink, Inc., Boston, MA**October 2006 - May 2007**

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

Resident Assistant _ VA Governor's Foreign Language Academies (Russian), Richmond, VA June - August 2007

Collaborated and worked with teachers to broaden, motivate, and nurture students' knowledge of Russian language, history, and culture while providing supervision, leadership, and counsel to 38 high school students.

Organized and implemented diverse cultural activities to complement classroom lessons.

Co-Chair _ MFA Design+Technology Thesis Exhibition and Symposium, New York, NY February - June 2012

Co-Chair and leader of the Student Committees that planned, coordinated, and executed the MFA Design + Technology Thesis gallery exhibition and Symposium for over 80 MFAD+T candidates.

>> Responsibilities included assigning committees and ensuring accurate completion of tasks; leading weekly meetings with committee leaders, coordinating between the student body, professors, and program directors; concepting and designing the exhibition narrative and visual identity of the show; concepting and designing the student Lookbook; tracking all finances and maintaining the show budget.

Graduate Student Consortium Participant _ TEI 2012 Conference, Kingston, Ontario, Canada February 2012

Selected to participate in the Graduated Student Consortium at the Tangible, Embedded, and Embodied Interaction conference to present a project focused on soft circuits and e-textiles as points of entry to engage new learners in computational processes.

Roebling Scholar _ Eyebeam, New York, NY**June 2011 - October 2011**

Collaborating with other designers and educators as part of a research and development team focused on the intersection of digital media literacy and informal learning within the NYC public school classroom.

Programs

Arduino
Processing
OpenFrameworks (basic)
Scratch

Web/Design

Wordpress
HTML/CSS
Adobe Creative Suite:
>> Photoshop, Illustrator,
InDesign, Premiere, After
Effects (basic)
iMovie

Textile Arts

E-Textiles
Paper-based Computing
Quilting
Basic Pattern Creation
Sewing:
>> Handstitch, Mechanical,
Serge

Misc

Russian
>> Basic grammatical and
written comprehension;
basic verbal
Electric Mandolin
>> An ever-evolving process