

LIA  
COLEMAN

617 819 5422  
lcoleman@risd.edu

## EDUCATION

2017	Massachusetts Institute of Technology (MIT)	Computer Science, BSc. Math Minor.	Cambridge, MA
2019	School for Poetic Computation (SFPC)	Fall Residency	New York, NY

## EXPERIENCE

2020-now	Rhode Island School of Design (RISD)	ADJUNCT PROFESSOR, Machine Learning Art <ul style="list-style-type: none"><li>Exhibiting Transdisciplinary Research, co-taught with Professor Agatha Haines in Spring 2021.</li><li>RISD + Hyundai Motors Group Collaborative, co-taught with Professor Anastasiia Raina in Summer 2020. Work presented at University of Bergen in Norway.</li></ul>	Providence, RI (Remote)
2020-now	Artificial Images	INSTRUCTOR & CURRICULUM DESIGNER for the multi-week machine learning art courses with Derrick Schultz: <ul style="list-style-type: none"><li>Artificial Images RC2.1</li><li>RunwayML In-Depth</li><li>StyleGAN2 In-Depth</li><li>Intro to ML Art with RunwayML</li><li>Make ML Art with Google Colab</li><li>Creating Image Datasets with ML Art</li><li>Training Custom StyleGAN2 Models</li></ul>	New York, NY (Remote)
2018-now	ExcelMandarin	CREATIVE DIRECTOR <ul style="list-style-type: none"><li>Exhibited Living Characters at ACES Seattle 2020.</li></ul>	Seattle, WA
2020	Partnership on AI (PAI)	AI ARTIST & SPEAKER	San Francisco (Remote)
2020	Global AI Summit	AI ARTATHON MENTOR <ul style="list-style-type: none"><li>Mentored 1st &amp; 2nd place AI Art teams for a \$146,600 winning prize.</li></ul>	Riyadh, Saudi Arabia (Remote)
2019-2020	King Abdullah University of Science and Technology (KAUST)	CREATIVE AI RESEARCHER, Computer Vision. <ul style="list-style-type: none"><li>Presented research at the NeurIPS 2019 Creativity Workshop.</li><li>Artwork accepted to the NeurIPS 2019 AI Art Gallery.</li></ul>	Riyadh, Saudi Arabia (Remote)
2018-2019	Facebook	COMPUTER VISION MACHINE LEARNING ENGINEER <ul style="list-style-type: none"><li>Trained image and video classifiers to automatically take down harmful content.</li></ul>	Seattle, WA
2016	Technológico de Monterrey, PrepaTec	TEACHER, WEB PROGRAMMING <ul style="list-style-type: none"><li>Developed and taught curriculum on HTTP/CSS/Javascript.</li></ul>	Mexico City, Mexico
2014-2016	MIT	TEACHING ASSISTANT <ul style="list-style-type: none"><li>Darkroom Photography</li><li>Intro Electrical Engineering &amp; Computer Science</li><li>Chemistry</li><li>Discrete Math</li></ul>	Cambridge, MA
2015	Tesla	FIRMWARE INTERN	Palo Alto, CA
2013-2016	MIT Campus Activities Complex	GRAPHIC DESIGNER	Cambridge, MA

## EXHIBITIONS/ COLLECTIONS

2021	Industrious	Corporate collection, <i>Living Characters</i>	Seattle, WA
2020	Seattle Design Festival, Everyday Music	Public collection, <i>On The Record</i>	Seattle, WA
2020	Shunpike Arts	Group Exhibition, juried, <i>Artists of Color Expo &amp; Symposium</i>	Seattle, WA
2019	Lavender Rights Project	Group Exhibition, juried, <i>Lavender Arts Showcase</i>	Seattle, WA
2019	NeurIPS AI Art Gallery	Group Exhibition, juried, <i>2019 AI Art Gallery</i>	Vancouver, Canada
2019	Museum of Modern Art	MoMA Library, Public collection, <i>Dark Matters Zine</i>	New York, NY
2016	SFPC	Group Exhibition, <i>SFPC Showcase</i>	New York, NY
2017	Weisner Art Gallery (MIT)	Group Exhibition, <i>Murals of Senior Haus</i>	Cambridge, MA
2017	Harvard University	Group Class Exhibition, <i>Post-Brush</i>	Cambridge, MA
2013-2017	McCormick Art Gallery (MIT)	Group Exhibitions, juried: 2017 <i>Intersection</i> 2014 <i>Perspective and Juxtaposition</i> 2013 <i>eARTH: Landscapes, Cultures, and the Human Interaction</i>	Cambridge, MA

## TALKS

2021	Mozilla Festival	How to Use AI For Your Art Responsibly	Remote
2021	New York University	How to Build Community During Class-Time	Remote
2020	100 Brilliant Women in AI Ethics Summit	Making Art with Machine Learning Workshop: StyleTransfer	San Francisco
2020	CODAME ART+TECH Festival	Making Art with Machine Learning Workshop: StyleGAN2	San Francisco
2020	Gray Area	How to Use AI For Your Art Responsibly	San Francisco

## PUBLICATIONS AS AUTHOR

2021	Diseña (Academic Journal)	"Creating AI Art Responsibly: A Field Guide for Artists", paper, DISEÑA, Issue 19.	Santiago, Chile
2021	Princeton Architectural Press (Book)	"Machines Have Eyes", essay, <i>Big Data. Big Design: Why Designers Should Care About Machine Learning.</i>	Princeton, NJ
2020	Partnership on AI	A Field Guide to Making AI Art Responsibly	San Francisco
2020	Neocha (Magazine)	Flesh & Machine, interview w/ Daito Manabe.	Shanghai, China
2020	Neocha (Magazine)	"Art"ificial, interview w/ AI Artist Kishi Yuma.	Shanghai, China
2019	NeurIPS (Conference Workshop)	"Towards a Principled Evaluation of Machine-Generated Art", research paper, NeurIPS Workshop on Machine Learning for Creativity.	Vancouver, Canada

## PRESS / AWARDS

2020	CODAME	CODAME Featured Artist	San Francisco
2020	4Culture	4Culture Cultural Arts Grant	Seattle, WA
2020	Spliff Film Festival	Official Selection, <i>Daydreaming</i> , self-made film	Seattle, WA
2019	Creative Applications	<i>Held</i> , article about SFPC group show	New York, NY
2019	Vice, The Boston Globe, The Tech	Press for murals: The Borderline Project, Senior House	Boston, MA
2013-2017	MIT	Distinguished Achievement in Visual Arts MIT Arts Scholar	Cambridge, MA