

SARAH BRIN

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linkedin.com/in/sarahbrin

SUMMARY

**Curator,
Creative Program
Manager**

Strategic interdisciplinary collaborator, problem-solver and community-builder. Writes and speaks internationally on art, design, technology, and play. Expert in crafting cool, meaningful experiences connecting the public with some of the world's most innovative artists. Skilled at designing, communicating and implementing creative infrastructure.

EMPLOYMENT

**SEPTEMBER 2009
PRESENT
Independent**

Curator, Creating exhibitions and publications for international museums and galleries including the Exploratorium, MOCA, the Hammer, the MAK Center for Art and Architecture, OCAD, UCLA, and elsewhere.

- Laid the groundwork for, and currently advises PlaySF MOMA, the museum's new initiative supporting the creation and exhibition of artist-made games.
- Professional honors include: Awards Jury Panelist, California Arts Commission (2016); Urban Futures Think Tank Resident, Yerba Buena Center for the Arts (2015); Emerging Fields Award Evaluator, Creative Capital (2015); PEN in the Classroom Fellowship, PEN Center USA (2012).

**JUNE 2014
JULY 2016
Autodesk
Pier 9 Workshop**

Public Programs Manager, Designed and led new programmatic infrastructure for art exhibitions, RFPs, partnerships and creative programs.

- Brought international recognition to Pier 9's projects through international media coverage, foot traffic and public presentations.
- Cultivated new, interdisciplinary business partnerships both outside and within Autodesk.
- Collaborated with over 100 artists, designers, architects and other creatives to develop groundbreaking, site-specific digital fabrication installations.

**SEPTEMBER 2012
JUNE 2014
Museum of
Contemporary Art
Los Angeles**

Education Staff, Developed new tour content and interactive educational strategies for modern and contemporary art exhibitions.

- Led the development of MOCATV's web series *Art in Videogames*.
- Piloted *Horizon*, a press conference and exhibition focused on independent videogames, which received international press attention.

**OCTOBER 2012
JUNE 2014
Antioch University
Los Angeles**

Program Coordinator, Consistently led operations for the M.A. in Urban Sustainability Program, including payments, logistics and program management.

- Developed and documented procedures for faculty and student training, special events and recruitment.

**MAY 2012
NOVEMBER 2012
No Mimes Media**

Creative Producer, Managed production for a high profile alternative reality game.

- Recruited design and performance talent.
- Supervised budget, schedule and implementation for web development, experience design, film production, and live events.

**JANUARY 2012
OCTOBER 2012
Heart of Los Angeles**

Visual Arts Coordinator, Provided administrative support to Director and created original arts curricula for students ages 6-18.

- Designed and managed after-school tutoring program, serving over 200 youths.
- Implemented logistical plans for major public art events.

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EMPLOYMENT

- AUGUST 2009**
AUGUST 2011
USC Hillel
Art Gallery
- Gallery Director**, Planned yearly exhibition schedules. Recruited new artists and board members.
- Oversaw installation and documentation for all exhibitions and gallery programs.
 - Led board meetings and managed external communications.
- MAY 2010**
SEPTEMBER 2010
Machine Project
- Graduate Intern**, Project managed programmatic partnerships with the Hammer Museum and the Glow festival, including performances and installations.
- Represented Machine Project and facilitated meetings with collaborators in both creative and civic realms.
 - Coordinated set-up, take-down, and instructor support for all creative technology workshops and classes.
- AUGUST 2009**
NOVEMBER 2010
The Velaslavasay
Panorama
- Programs Coordinator**, Managed planning and execution of a range of screenings, lectures, and performances.
- Facilitated rental agreements, event support, and operations located in the Panorama's theater, exhibition spaces, and exotic garden.
- JANUARY 2005**
MAY 2008
The Rose
Art Museum
- Head Gallery Guide**, Coordinated and MC'ed performance festivals, guest lectures and public outreach programs.
- Supervised and trained a team of gallery attendants on exhibition content and visitor services protocols.
 - Provided leadership coverage during manager's leave of absence.
- SEPTEMBER 2008**
DECEMBER 2008
Yahoo!
- Digital Marketing Intern**, Developed search marketing campaigns for small businesses.
- Created RFPs and advertising copy for a range of industries.
 - Mastered proprietary software tools used for generating keywords and monitoring SEO performance.
- JUNE 2007**
AUGUST 2007
NBC Universal and
20th Century Fox
- Digital Entertainment Intern**, Worked with a small team of marketing and development executives from NBC Universal and Fox to provide creative input on development of the Hulu streaming platform.
- Produced research reports indexing informal television and film streaming practices seen in youth ages 18-24.

EDUCATION

- 2009-2011** **M.A. Art and Curatorial Practice in the Public Sphere**
University of Southern California
Thesis: *Artists' Game Mods and the New Public Sphere*
- 2005-2008** **B.A. European Cultural Studies**
Brandeis University