

SARAH BRIN

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SUMMARY

**Creative Producer,
Program Manager**

Strategic vision-holder, capacity-builder, and curator. Writes and speaks internationally on culture, design, technology, and play. Expert in leading teams that craft resonant, playful experiences connecting the public with unprecedented creative work. Skilled at designing, communicating and implementing creative infrastructure.

EMPLOYMENT

**January 2016 -
Present
GIFT/ IT
University
Copenhagen**

Design Research Manager, Leading a consortium of 10 interdisciplinary museums in a hands-on design-research process focused on developing playful experiences connecting visitors to exhibition content

- Leading a series of labs focused on creating unique, forward-thinking cultural experiences for a range of audiences
- Coaching museum partners on organizational development, design methodologies and state-of-the-art research related to GIFT's project themes of playfulness, personalization and audience engagement
- Developing and implementing new tools for reflection, content development and evaluation

**September 2009 -
Present
Independent**

Curator and Creative Producer, Developing exhibitions, media and programs for international cultural institutions including the Exploratorium, MOCA, the Hammer, the MAK Center for Art and Architecture, OCAD, UCLA, and elsewhere

- Co-founded and advises PlaySFMOMA, the museum's initiative supporting the development and exhibition of artist-made games
- Professional honors include: *Creative Producers International Fellowship*, British Arts Council (2017-2020); *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 managed creative programs, marketing partnerships and other initiatives.

- Led a team of interdisciplinary technologists, artists and cultural producers to create innovative, public-facing experiences
- Brought international recognition to Autodesk and Pier 9's projects through international media coverage, web presence, 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
MOCA
Los Angeles**

Education Staff, Developed public-facing programs in coordination with MOCA's exhibition schedule

- Drove the development and promotion of the MOCA's series *Art in Videogames*
- Produced *Horizon*, an international press conference and exhibition focused on independent videogames
- Delivered customized programs for youth and adults designed to engage non-art experts with cultural content

**October 2012 -
June 2014
Antioch University
Los Angeles**

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

- Led the *USMA Boot Camp* course and trained incoming students on presentation, writing and research skills
- 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 science-themed alternative reality game.

- Recruited and managed design, production and performance talent
- Supervised budget, schedule and implementation for web development, asset 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 students at a time
- Implemented marketing and logistical plans for major public art events

**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
- Managed all external communications, including print, web and social media
- Installed all exhibitions and directed a team of technician contractors

EMPLOYMENT

May 2010 -
September 2010
Machine Project

- Graduate Intern**, Project-managed programmatic partnerships with the Hammer Museum, the City of Santa Monica and Glow Festival
- Served as a delegate for the gallery and facilitated planning meetings with collaborators in civic and creative realms
 - Coordinated set-up, take-down and instructor support for all creative technology workshops and classes

August 2009 -
November 2010
Velaslavasay
Panorama

- Program Coordinator**, Drove planning and execution of a range of public screenings, lectures and performances
- Facilitated rental agreements, event support and operations for the Panorama's theater, exhibitions, and exotic garden
 - Assisted with exhibition installation and grounds-keeping

September 2008 -
December 2008
Yahoo!

- Search Marketing Intern**, Developed search marketing campaigns for small businesses
- Created RFPs, search terms and advertising copy for a range of industries
 - Mastered internal software tools used for generating keywords and monitoring SEO performance

June 2007 -
August 2007
NBC Universal,
20th Century Fox

- Streaming Entertainment Intern**, Collaborated with a team of marketing and development executives to shape the development of the Hulu streaming platform
- Produced research reports indexing media-consumption practices seen in youth ages 18-24
 - Performed user-testing

January 2005 -
May 2008
The Rose Art
Museum

- Head Gallery Guide**, Organized and hosted performance festivals, guest lectures and public outreach programs planning and execution of a range of public screenings, lectures and performances
- Supervised and trained a team of gallery attendants on exhibition content and Visitor Services protocol
 - Provided maternity cover for the museum's Public Programs Lead

PUBLIC SPEAKING

Select engagements,
full list available
upon request

Digital Site Specificity, FORM: Documenting Art in the Digital Age, 2018, Copenhagen

Play in Public, Playable Cities Conference, 2017, Bristol

Mixed Reality and Cultural Heritage, Digital Games Research Association, 2017, Melbourne

Making/Meaning in the Realm of Anti-disciplinarity, Lift Conference, 2016, Geneva

Curating Videogame Culture, Game Developers Conference, 2014, San Francisco

Imagine, Design, Create, Autodesk xSummit, 2015, San Francisco

Future Art Histories, Eyeo Conference, 2015, Minneapolis

PUBLICATIONS

Select publications,
full list available
upon request

The Creators Project, Assorted art and technology-focused articles, 2013-2014

SFMOMA, Commissioned report, *Games for Museums, Museums for Games*, 2014

The Hammer Museum, Exhibition guide, *Take it or Leave it: Question and Connect*, 2014

The Hammer Museum, Catalogue essay, *The Aesthetics of Play*, 2012

PEN Center USA, Edited anthology featuring work from Watts High School students, *Locke is Power*, 2012

The University of Southern California, Masters thesis, *Artists' Game Mods and the New Public Sphere*, 2011

EDUCATION

2009 - 2011

M.A. Art and Curatorial Practice in the Public Sphere
University of Southern California

2005 - 2008

B.A. European Cultural Studies
Brandeis University