

SARAH BRIN

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EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA

Los Angeles, CA

M.A. *Public Art Studies* (May 2011)

BRANDEIS UNIVERSITY

Waltham, MA

B.A. *Cultural Studies* (May 2008)

AWARDS & RECOGNITION

- Creative Producers International Fellowship (British Council and Playable City), 2017-2020
- Co-founder and Advisor, PlaySFMOMA residency and exhibition programs (2013 to present)
- Advisor, ArtEngine Digital Economies Lab (2019 to present)
- Awards Juries: Creative Capital, IndieCade, Games Developer Conference, California Arts Commission.
- Publications: *The Digital Future of Museums*, contributor. (2020). *Games for Museums, Museums for Games*, SFMOMA white paper (2015). Misc articles for *Vice's Creators Project* (2013-2014).
- Red Dot Design Award, Communication Design, 2015.

PROFESSIONAL EXPERIENCE

STRATEGIC PARTNERSHIPS MANAGER

Meow Wolf, Santa Fe, NM / May 2019 – Present

- Leading interdisciplinary teams that conceptualize, produce and deliver compelling immersive, narrative-driven experiences and showcase AR, VR, IoT, and game engine technologies.
- Pitching and delivering joint-ventures and business development projects with companies across technology, entertainment, and civic sectors.
- Representing the company and driving conversations around art, immersion, and technology at various conferences and symposia around the world.
- Leveraging public and private sector partnerships to deliver outreach and public service programs.

CREATIVE PRODUCER

Sarah Brin, International / Sep 2009 – Present

- Developing art and technology-focused exhibitions, programs, and publications for organizations including SFMOMA, British Council, MOCA Los Angeles, the Exploratorium, the European Union and others.
- Delivering international keynotes on design, immersion and creative technology venues like SXSW, Eyeo, Game Developers Conference and elsewhere.

R&D MANAGER

IT University Copenhagen, Denmark / Jan 2016 – Oct 2018

- Leading a consortium of 10 interdisciplinary museums in an EU-funded Action Research process focused on developing playful museum experiences and expanding digital infrastructure.
- Delivering a series of residential design labs focused on ideation, rapid prototyping, and organizational change for museum professionals.
- Coaching museum partners on organizational development, design methodologies and state-of-the-art research related to playfulness, personalization and audience engagement.

PIER 9 PUBLIC PROGRAMS MANAGER

Autodesk, San Francisco, CA / Jun 2014 – Aug 2016

- Conceptualizing, pitching, and delivering high quality and mediagenic business development partnerships, marketing initiatives and public programs.
- Leading over 100 interdisciplinary technologists, artists in residence and other creatives to deliver groundbreaking digital fabrication projects showcasing Autodesk's tools.
- Delivering twice-yearly artist in residence exhibitions and special one-off partner projects including the Market Street Prototyping Festival, the largest art exhibition in outer space, student labs with California College of the Arts and others.

PROGRAM COORDINATOR, URBAN SUSTAINABILITY

Antioch University, Los Angeles, CA / Oct 2012 – Jun 2014

- Leading operations for the M.A. in Urban Sustainability Program, including residential labs, payroll, student counseling and contracts.
- Designing and teaching the USMA Boot Camp course, training incoming students on presentation, writing and research skills.

EDUCATION STAFF

Museum of Contemporary Art Los Angeles, Los Angeles, CA / Aug 2012 – Jun 2014

- Developing and leading customized inquiry-based tours for MOCA's Permanent Collection and seasonal modern and contemporary art exhibitions.
- Leading the development of MOCAtv's web series "Art in Videogames" and "Horizon," a press conference and exhibition focused on independent videogames.

CREATIVE PRODUCER

No Mimes Media, Santa Fe, CA / May 2012 – Nov 2012

- Recruiting and managing design, production and performance talent for a science-based alternative reality game with real-time, web and video assets.
- Supervising budget, schedule and implementation for web development, asset development, experience design, film production, and live events.

VISUAL ARTS COORDINATOR

Heart of Los Angeles, Los Angeles, CA / Jan 2012 – Oct 2012

- Providing administrative support to the Visual Arts Director, including developing public communications, scheduling, and curriculum development.
- Designing and managing after-school tutoring program, serving over 200 students at a time

GALLERY DIRECTOR

USC Hillel Art Gallery, Los Angeles, CA / Aug 2009 – Aug 2011

- Planning quarterly contemporary art exhibitions, including developing schedules, fundraising, and running monthly board meetings.
- Overseeing installation, take-down, staffing and documentation for all exhibitions and gallery programs.

GRADUATE INTERN

Machine Project, Los Angeles, CA / May 2010 – Sep 2010

- Creative producing 3 projects for "Glow," an all-night arts festival, including a series of concerts on the Santa Monica carousel, a roving anarchist marching band (tracked by GPS), and a pirate musical encampment
- Coordinating set-up, take-down and instructor support for all creative technology workshops and classes, including topics like photovoltaic sensors, screen printing, optical illusions, sound mixing, and much more.

SEARCH MARKETING INTERN

Yahoo, Burbank, CA / Sep 2008 – Jan 2009

- Developing search marketing campaigns for small businesses.
- Creating RFPs, search terms and advertising copy for a range of industries.

HEAD GALLERY GUIDE

Rose Art Museum, Waltham, MA / Jan 2005 – May 2008

- Organizing and delivering performance festivals, guest lectures and public outreach programs.
- Supervising and trained a team of gallery attendants on exhibition content and Visitor Services protocol.

REFERENCES

References available upon request