

SARAH BRIN

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EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA

Los Angeles, CA

M.A. Public Art, Interactive Media (May 2011)

BRANDEIS UNIVERSITY

Waltham, MA

B.A. Cultural Studies (May 2008)

AWARDS & RECOGNITION

- Mentor, Creative Start-Ups (2019)
- Creative Producers International Fellowship (British Council and Playable City), 2017-2020
- Co-founder, PlaySFMOMA residency and exhibition programs (2013 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).
- Red Dot Design Award, Communication Design, 2015.
- Leadership Forum Award, International Game Developer's Association, 2011.

PROFESSIONAL EXPERIENCE

SENIOR PRODUCER

Sarah Brin, International / Sep 2009 – Present

- Currently: Providing production support for Rolls Royce's *Dream Commission*, leading production for the *Whispers* mobile app, web channels, video, and live experiences.
- Currently: Developing branding and business development strategy for Alice & Smith, a full-service transmedia production agency specializing in digital games and communications.
- Previously: Delivering games-focused content, programmes and strategy for and in partnership with a range of global clients, including the PlaySFMOMA AR Hackathon and Pop-Up, sponsored by Google and Sony PlayStation.

STRATEGIC PARTNERSHIPS MANAGER // DIGITAL STORYTELLING PROGRAM MANAGER

Meow Wolf, Santa Fe, NM / October 2018 – April 2020

- Leading an interdisciplinary software development team while using agile/scrum methodologies to produce the *Anomaly Tracker* AR mobile app; the *Meow Wolf* mobile app; *The Navigator* hybrid AR experience built for Magic Leap; the *Microsoft Volumetric Capture Pop-Up* live event and AR mobile app; the *Meow Wolf Outside* alternative reality game, and many other that are still under NDA.
- Pitching, delivering, and tracking joint-ventures and business growth deals with companies across technology, entertainment, and civic sectors.
- Managing a departmental team of 12, including conducting quarterly reviews, maintaining budget oversight, and planning resource allocation.

R&D MANAGER

IT University Copenhagen, Denmark / Jan 2016 – Oct 2018

- Sourcing and managing partnerships with 10 interdisciplinary business teams in a design research process focused on game design and technology, resulting in 10 mobile games, many of which included AR components.
- Coaching partners on design methodologies and industry best practices related to game design, rapid prototyping and agile methodologies.

PUBLIC PROGRAMS MANAGER

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

- Conceptualizing, pitching, and delivering high quality and mediagenic R&D partnerships, marketing initiatives and public programs.
- Leading cross-functional teams of technologists, artists in residence and executive leadership to deliver groundbreaking digital fabrication projects showcasing Autodesk's tools, including mobile apps, exhibitions, and vertical slice tests.

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, mobile, 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