

SARAH BRIN

sarahbrin@gmail.com
www.sarahbrin.com
Linkedin.com/in/sarahbrin

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

- Advisor, UKAI Projects (2020)
- Mentor, Creative Start-Ups (2019)
- Creative Producers International Fellowship (British Council and Playable City), 2017-2020
- Co-founder and Advisor, 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). Misc articles for *Vice's Creators Project* (2013-2014).
- Red Dot Design Award, Communication Design, 2015.

PROFESSIONAL EXPERIENCE

SENIOR PRODUCER

Sarah Brin, International / Sep 2009 – Present

- Providing consultant production services for Rolls Royce's *Dream Commission*, leading production for web, video, and live events, and supervising 5 international artists developing moving image work to be exhibited at the Serpentine and Fundacion Beyeler.
- Developing production and product branding strategy for Alice & Smith, a full-service transmedia production company specializing in digital experience design.
- Providing strategic consulting and executive production services for a range of multidisciplinary clients including Simogo, SFMOMA, British Council, the Exploratorium, the European Union and others.

STRATEGIC PARTNERSHIPS MANAGER

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

- Managing agile, cross-functional teams in conceptualizing, producing and delivering showcases of partners' products and content.
- Pitching, delivering, and tracking joint-ventures and business growth deals with companies across technology, entertainment, and civic sectors. (Including Microsoft, Magic Leap, Bose and many others.)
- Leveraging public and private sector partnerships to deliver outreach and public service programs.

R&D MANAGER

IT University Copenhagen, Denmark / Jan 2016 – Oct 2018

- Leading a consortium of 10 interdisciplinary business teams in an EU-funded design research process focused on developing interactive projects and scaling digital infrastructure.
- Delivering a series of live design labs focused on ideation, rapid prototyping, and organizational growth.
- Coaching partners on organizational development, design methodologies and industry best practices related to playfulness, personalization and user engagement.

PUBLIC PROGRAMS AND PARTNERSHIPS MANAGER

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

- Conceptualizing, pitching, and delivering high quality and mediagenic B2B 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 retail partnerships, live events, and marketing campaigns.
- Managing resources, including quarterly and project-specific budgets and headcount allocation.

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