

Sarah Brin

Executive Producer for Emerging, Immersive, and Creative Technologies
London, United Kingdom

+44 07868 212809 | sarahbrin@gmail.com | <https://www.linkedin.com/in/sarahbrin/>

PROFILE SUMMARY

Experienced executive producer who has led cross-functional teams of up to 30. Consistently delivers innovative, on-time, and under-budget projects for global brands including Sony PlayStation, Autodesk, Meow Wolf and others. Agile communicator drawing from an array of production methodologies, organizational tools, and a strong international network. Skilled at leading creative teams to deliver on complex briefs, with expertise in projects incorporating interactive technologies.

CAREER HIGHLIGHTS

- **Leading Creative Teams from Start to Delivery:** Shaped new, creative, and performance- driven projects in roles at Sony, Meow Wolf, and Autodesk, such as physical builds, software projects, and digital games. Directed interdisciplinary teams through ideation, production and delivery stages.
- **Building Cross-Functional Partnerships:** Designed production and communication processes focused on heightening collaboration between geographically distributed teams. Collaborated with departments including narrative design, communications, engineering, and brand.
- **Communications:** Regularly delivered written and spoken briefs and status updates for executive leadership, design teams, and vendors.

CORE SKILLS

Cross-Functional Collaboration	Vendor Management	Complex Problem-Solving
Leadership for Interdisciplinary Creative Teams	Written and Spoken Communication	Negotiation and Relationship-Building

EXPERIENCE

Executive Producer, Sarah Brin Consulting Services

2022 – Present

- Providing a range of production services related to multi-million dollar digital and physical projects for clients like Rolls Royce, SFMOMA, University College London, Watershed and others.
 - **Project:** *Senior R&D Producer, Sage and Jester* (2025): Providing state-of-the-art insights and best practices related to technology and audience behavior for an immersive exhibition incorporating interactive media. Provided budget oversight and recommendations to mitigate risks and promote project success.
 - **Project:** *Executive Producer, Create Central Co-Lab Program* (2024-2025): Developing and executing on the strategic plan for a year-long program focused on creative production skills for media companies. Included vendor management, defining project milestones, and regularly reporting on project status and changes to government stakeholders.
 - **Project:** *Production Lead, Superflux and IKEA for Climate Week* (2024): Led design and build teams to produce ship and install an exhibition focused on sustainable innovation. Set project milestones and budgets, ensuring both were met. Managed and recruited vendors, updated scopes of work when necessary. Established design criteria and scope in partnership with IKEA.

Senior Outreach Producer, Sony Interactive Entertainment

2020 - 2022

- Designed outreach and R&D programs in partnership with department director and Head of Studio to promote the *Dreams* video game for PlayStation 4. This included defining scopes of work for

commercial partnerships with brands like **IKEA, John Lewis, and Twitch**. Identified potential changes to creative intent and scope, ensured project budgets and schedules were met.

- Led ideation, design, engineering, and delivery teams of up to 15 people on creative projects with partners including **BBC Earth, Yahoo!, Aardman** and others. Developed project milestones and requirements documentation, **resulting in award-winning projects** and case studies designed to strengthen organization-wide knowledge sharing.
- Developed strategic plans for departmental and organizational growth, as well as plans for vendor collaborations, new hires, success metrics, and decision-making processes.

Digital Storytelling Program Manager, Meow Wolf

2018 – 2020

- In partnership with the EVP of technology, developed the scope and design criteria for a suite of story tech for Meow Wolf's physical exhibitions in Las Vegas and Denver. Included permanent creative technology installations, network infrastructure, a mobile app, and web development.
- Facilitated relationships with project teams, partners, vendor leaders and subject area leads. Regularly collaborated and made decisions with teams overseeing narrative, engineering, and more.
- Led a team of interdisciplinary creative technologists to develop and launch new projects including **OmegaPass and QPass, RFID-enabled choose-your-own-adventure path through immersive Las Vegas and Denver exhibition spaces**. Regularly organized hardware and experience tests and collated findings for organization-wide review. Ensured project budgets and schedules were met, orchestrated project resourcing in Jira and TeamGantt.
- Built out strategic plans for Meow Wolf's technology initiatives in partnership with the EVP of Technology. Regularly delivered verbal and written reports on project progress, budget, and changes to project teams, executive leadership, and investors.

Senior R&D Producer IT University Copenhagen and The European Union

2016 – 2018

- Led partnerships with 10 international museums in a design process focused on creative technology and rapid iteration, resulting in 10 prototypes for organisations such as the Munch Museum, SFMOMA, Brighton Pavilion and others.
- Wrote and delivered project status updates for project collaborators, funders, and industry stakeholders.
- Coached partners on ideation, design, production and delivery of ten playful exhibition experiences.

Public Programs and Partnerships Manager, Autodesk

2014 - 2016

- Ran Autodesk's artist residency and creative programs in partnership with Director of Creative Programs. **Recruited and cultivated a community of 100+ artists, architects, and engineers** to develop projects championing Autodesk's mission to "Imagine, Design, Create."
- Conceptualized, pitched, and delivered high quality and mediagenic R&D, public programs and campaigns. Managed workflow and delivery for complex scopes of work including included installations staged in digital fabrication workshop areas and public art installations. Ensured all projects met brand standards and exceeded public safety requirements.
- Liaised between R&D teams, digital storytellers, engineers, and leadership to lobby for feature requests and new software use cases identified by the broader creative community.

EDUCATION

M.A. Public Art, Interactive Media

University of Southern California

B.A. Cultural Studies

Brandeis University