

Sarah Brennan

Wicklow, Ireland

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Profile

Creative maker and project lead with experience in live action roleplay (LARP), cosplay, convention work, and immersive experience design, alongside a long professional background in technical product and delivery roles. Particularly interested in prop-making, costume construction, worldbuilding, and practical design. Brings strong hands-on problem solving, research capability, and project management experience from both creative and professional environments.

Creative & Volunteering Experience

Coordinator, [Nomads LARP](#) | 2026

Led a team of 15 people delivering a weekend long LARP in Ireland in July 2026, including designing and creating the majority of props during the game. Core to the concept was blending technology and nature within the visual design to support the story and allow players to have a truly immersive experience.

Volunteer, [Lorien Trust](#) | 2010-2012 / 2024-2026

Act as a 'directed' character at large-scale Lorien Trust LARP events to support players within the game world and facilitate the wider world story line. This involves driving plots, providing challenges to player characters and enhancing the immersive nature of the game world. It also requires creating and enacting 'rituals', short-form improv plays with full stage lighting and props, for the entertainment of all attendees.

Game Team, [From Shadows](#) | 2018-2023

Part of a team running a cyberpunk, post-apocalyptic LARP game. Assisted in collaborative game development and design, creating elaborate props and set pieces on a limited budget.

Head of Listeners Team, [Dublin2019](#) | 2017-2019

Held a senior volunteer leadership role at Worldcon, heading up a team in place to uphold the event's inclusive community standards. Also wrote the event's [Code of Conduct](#), ensuring it met best practices for an international event of 6000+ people.

Head of Game, [Academy of Eblana LARP](#) | 2015-2018

Lead a team running weekend long collaborative storytelling events for 100+ people, involving set dressing, prop making and costume design alongside marketing and ticket sales, venue and insurance booking, event timetabling and resource management.

Cosplay Design

Created cosplay builds including Vi from Arcane and Gideon the Ninth, with a focus on costume construction, prop-making, material choice, finishing detail, and visual character interpretation.

Professional Experience

Primer - Product Manager | Nov 2023 – Nov 2025

Led complex projects for a payment platform, coordinating technical teams, external partners and business stakeholders to deliver reliable customer-facing systems. Responsibilities included designing and defining practical solutions, producing technical documentation, improving systems and reporting, and supporting delivery under tight deadlines.

Rvvup - Solutions Expert | Oct 2022 – Oct 2023

Worked in a startup environment designing customer solutions, supporting integrations and improving product usability. This included designing customised solutions for different client needs, supporting client onboarding in collaboration with multiple other teams and creating reporting standards to track performance and support decision-making

Braintree-PayPal | 2010 – 2022

Senior Product Manager / Product Manager | 2021 - 2022

Managed distributed teams delivering complex technical change across multiple markets, including the development and rollout of large-scale platform changes in a highly regulated international environment.

Solutions Engineer | 2019 - 2021

Designed tailored technical solutions with complex requirements, working directly with clients to understand needs, solve problems and support implementation.

Technical Support, Account Manager, Customer Support | 2010 - 2019

Built strong experience in customer support, technical troubleshooting, account handling and clear communication. Developed a strong foundation in organisation, responsibility and client-facing communication.

Core Skills & Proficiencies

Technical Design Skills

- Computer-aided Design, 3D rendering, familiarity with all major photo manipulation software, basic C++ and Python coding for programming microcontrollers.

Practical Crafting Skills

- Sculpting (traditional and CAD), basic mould making and casting, theatrical makeup application, foam carving, 3D printing (FDM & resin), painting, basic sewing & leatherwork.

Team Leadership

- Collaborative updates, simple process building, team support, role coordination, and calm delivery in live settings.

Project Management

- Planning tasks, managing timelines, and delivering work through to completion within practical and budgetary constraints.

Financial Management

- Budgeting, expense tracking, and maintaining clear records to support well-managed projects and events.