

Matt Glenn

Sound Designer and Composer

mattglenn@gmail.com • 301.807.0436 mobile • www.mgsounddesign.com

Full-Time Employment

Thinkwell	Sound Designer	Audio media and systems design; Dark ride design and mix; International field work	2014 - 2016
-----------	----------------	--	-------------

Selected Theatrical Work

Tarzan: Call of the Jungle	Associate Sound Designer	Shanghai Disneyland	des: Michael Hooker	2016
<i>Hamlet</i>	Sound Designer / Composer	UCI New Swan Shakespeare	dir. Beth Lopes	2016
<i>A Midsummer Nights Dream</i>	Sound Designer / Composer	UCI New Swan Shakespeare	dir. Beth Lopes	2013
<i>Macbeth</i>	Sound Designer / Composer	Edgemar Theater Center	dir. Peter Richards	2014
<i>Jason (& Medea)</i>	Sound Designer / Composer	Hollywood Fringe Festival	dir. Beth Lopes	2013
<i>Angels in America: Part I</i>	Sound Designer	University of California, Irvine	dir: Gavin Cameron-Webb	2014
<i>Bloody Bloody Andrew Jackson</i>	Sound Designer	University of California, Irvine	dir. Myrona Delaney	2013
<i>Orlando</i>	Sound Designer / Composer	University of California, Irvine	dir. Annie Loui	2012
<i>I Love Lucy, Live On Stage</i>	Associate Designer	National Tour 2013-2014	des: Cricket Myers	2013
<i>The Sacre Project</i>	Co - Sound Designer	Seegerstrom Center for the Arts	dir: John Crawford	2013
<i>The Motherfucker with the Hat</i>	Assistant Designer	South Coast Repertory	des: Bruno Louchouart	2013

Selected Film Work

<i>Roadies</i>	Sound Designer, Mixer	Independent	dir: Devon Armstrong	2016
<i>Embers</i>	Sound Designer, Composer, Mixer	Independent	dir: Jared Iacino	2015
<i>I Snatched Andy Warhol</i>	Sound Designer, Re-Rec. Mixer	Downtown Repertory Theater	dir: Devon Armstrong	2013

Education

University of California, Irvine

MFA Sound Design
Class of 2014

University of Michigan

BFA: Performing Arts Technology, Music Concentration
Magna Cum Laude, Class of 2011

Proficiencies

Audio Software Qlab 3, Pro Tools, Logic Studio, Ableton Live, SMAART, QSC Qsys Designer, Meyer LCS, Max MSP

Visual Software: AutoCad, Vectorworks, Adobe (Photoshop, Premiere, some After Effects), Final Cut Pro

Other Software: Microsoft (Word, Excel, Powerpoint), Adobe Dreamweaver

Audio Hardware Digital audio consoles, Meyer D-Mitri, QSC Qsys, Sound Devices field recorders

Skills/Assets

Fluency with sheet music

California Driver's License, current passport

Vocal/acting training (Eight Years)

Some experience in C++ and HTML coding environments

Experience and comfort with object-based coding (Max-MSP)

Experience with video editing, compositing and green screen

Experience with drafting in 2D and 3D in Autocad and Vectorworks

Very convincing smeagol/gollum voice (uncertified)

*** Indicates a project in-progress

Matt Glenn, Sound Designer