

ANNA LIBBIE GROSSMAN

Sound Design for Themed Entertainment

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Sound Designer focused on immersive and interactive environments whose work has includes Experience Design, Virtual and Augmented Reality, and Live Performance. Proficient in content creation, foley performance, and live recording (field, ADR, and voice over). Versed in multi-channel sound system design and implementation through the use of industry standard computer applications including Q-SYS, Qlab, Vectorworks and others, as well as game engine implementation through Unity, FMOD, and Wwise.

Selected Experience

Diablo Sound - Los Angeles, CA

A1 & Installation Crew

August 2017 - Present

Sound Company specializing in design, show control, and project management for theatre, theme parks, cruise ships, and corporate clients including Universal Studios, and the Los Angeles Shakespeare Center.

- Trained deck audio roles and mixed Los Angeles Shakespeare Center's *Henry IV*.
- Assisted in programming escape room puzzle controls.
- Installed large scale sound and triggering systems as part of teams for various projects.

InkStories, "Hero" - Hollywood, CA

Assistant Sound Designer - Leon Rothenberg, des.

A VR installation placing participants at the center of a civilian air raid in a Syrian city. Winner of the 2018 Storyscapes Award at the Tribeca Film Festival, Official Selection of the 2018 Sundance Film Festival.

- Assisted with installation of the sonic VR Environment, and maintaining and adjusting audio control protocol to pass from content to programming teams.
- Conducted dramaturgical research on relevant flora, fauna, atmospheric conditions, and events for the sonic environment.
- Assisted with foley editing and asset management.

JER Studio, "Stay Gold Karaoke" - Sun Valley, CA

Assistant Sound Designer - Leon Rothenberg des.

Vehicle-based Karaoke Experience implemented by studio.

- Assisted with the design and implementation of the show's audio control, remote user control and remote host control.
- Built and maintained paperwork including signal path, rack drawings & gear lists.
- Installed audio components, and assisted with System Tuning.

Walt Disney Imagineering - Glendale, CA

One of sixteen students selected to participate in an intensive, six-week Blue Sky Idea Development process with Walt Disney Imagineering.

- Under the mentorship of Imagineers, students worked in groups of four to develop a project from an initial idea to final presentation, and pitched to Walt Disney Executives.

Theatrical Sound Design - Greater Los Angeles

Sound Designer & Assistant Sound Designer

Designed and worked as Assistant and Associate Designer in the creation and implementation of sound and music elements to enhance the overall creative concept of each show as developed by the Producer/Director in range of nonprofit and commercial venues.

- Assisted Leon Rothenberg on the Geffen Playhouse's production of *Ironbound*.
- For Julie Bour's *Solidus*, created a Musical Interface of the stage and dancers' footsteps utilizing Mainstage and Qlab.
- For Chekhov's *The Seagull* at CalArts, created spatialized audio through LCS.

TECHNICAL SKILLS:

DAW:

Ableton, Reaper, Logic, ProTools

VR / AR:

Wwise, FMOD, Unity

Audio Networking

Certifications:

Q-SYS, Dante, Symetrix

Programming & Show Control:

C# (Unity), C++ (Arduino), MIDI, OSC, Qlab, Mainstage, Max MSP, LCS, D-Mitri

Drafting:

Vectorworks

EDUCATION:

California Institute of the Arts

Valencia, CA

MFA in Sound Design

Exp. Graduation, Spring 2019

Teaching Assistantships:

Unity, Sound Design for Virtual Reality,

Ohio University,

Honors Tutorial College

Athens, OH

BFA in Theatre Performance

Graduated Summa Cum Laude

AFFILIATIONS:

TEA NextGen Member