

# ANNA LIBBIE GROSSMAN

## Sound Design for New Media

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Sound Designer focused on immersive and interactive environments whose work includes VR/AR, Gaming, Experience Design, 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, Wwise, and FMOD.

### Selected Experience:

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.

"Islands" - Valencia, CA

**Programmer** - Shih-Lien Eugene Yen, dir.

An AR installation of digital encounters and world-simulation with showings at DIG Slamdance, Indiecade Night Games, and SIGGRAPH Asia Tokyo.

- Created a series of fractal based L-Systems in C# for randomized, structured growth of each artist avatar.
- Expanded upon UniOSC's C# framework to create communication protocol between multiple devices for individual and group control of the space.
- Programmed, and implemented Wwise Sound Control, remixing within the game engine as needed.

"Terra Incognita" - Los Angeles, CA

**Supervising Sound Editor** - Illana Kirschbaum, dir.

A VR Film and VR/Miniatures/Performance Installation exploring the feeling of "lost at sea". Developed at CalArts, with showings at Automata Arts.

- Led a team of three sound designers and composers to create the music and content for the installation and VR experience.
- Programmed and mixed all sound, music and dialogue events within Unity using C# scripting and object-based mixing techniques.

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 work in groups of four to develop a project from an initial idea to final presentation, and pitch 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 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