

Vincent Olivieri

Curriculum Vitae

home: 623 Walnut Ave. #6, Long Beach, CA 90802

mobile: 917.569.7905

email: vrojr.design@gmail.com

online: www.soundandstage.net/sound

OBJECTIVE

Professional and Educational Employment in Sound Design & Composition.

QUALIFICATIONS

Creative theatre professional with experience in atmospheric sound design, composition, and sound reinforcement.

Experienced using Macintosh computers & other pieces of technology to develop designs.

Experienced working on new plays as well as classics.

Detail-oriented and extremely well organized.

Able to work independently or as a leader of a team.

Effective team player with strong interpersonal communication skills.

Skilled at managing multiple projects and time-sensitive deadlines.

TEACHING AND RESEARCH INTERESTS

Development of new theatrical work, integrating design, technology and live performance.

Creating interactive theatrical environments with an eye towards heightening the dramatic experience.

Development of collaborative techniques to establish and sustain fruitful interaction between corporeal artists and technological artists.

Development of effective resources for real-time realization of dramato-technologic concepts.

ACADEMIC PREPARATION

Yale University School of Drama, MFA in Theatre, 2001.

Concentration: Sound Design and Engineering

Thesis: The Master and Margarita: Sound Design and Score

Advisor: David Budries

University of Richmond, BA in Mathematics, magna cum laude, 1998.

Minor: Music Performance

Concentration: Education

Advisor: Dr. Kathy Hoke

PROFESSIONAL EXPERIENCE

Freelance Sound Designer & Composer, 1997-present.

Commercial, not-for-profit, and educational theatres, USA.

Conceived, organized, and executed Sound Designs & original music for live theatre. Collaborated with directors, actors, and other designers to ensure quality of product and artistic consistency.

Resident Sound Designer, 2001-2004.

Actors Theatre of Louisville, Louisville, KY.

Served as co-head of Sound Department. Collaborated with directors, actors, and other designers to design sound and compose music for theatrical productions. Designed productions for the mainstage season as well as the internationally-known Humana Festival of New American Plays. Hosted and monitored guest Sound Designers. Helped to lead, organize, and train the Sound Department Staff. Managed 4 full-time and 1 part-time staff.

Sound Engineer, 2003.

Centennial Theatre Festival, CT.

Worked with artistic & technical staff and touring companies to provide audio support for a summer festival of theatre and dance.

Audio Department Supervisor, 2001.

International Festival of Arts and Ideas, New Haven, CT.

Worked with international artists and American staff to provide audio support for three performance spaces. Managed 1 full-time staff.

Production Manager, 2000.

Prospect Theatre Company, Rome, GA.

Organized and implemented all technical aspects of producing five theatrical productions in three performance spaces. Collaborated with administrative staff to ensure quality of product. Managed 3 full-time and 17 part-time staff.

Resident Composer/ Sound Designer, 1997-1998.

Encore Theatre Company/ Richmond Shakespeare Festival, Richmond, VA.

Conceived, organized and implemented Sound Designs for live theatre in both indoor and outdoor environments. Collaborated with directors to ensure artistic consistency.

Studio Manager, 1997-1998.

Music Technology Lab, University of Richmond, Richmond, VA.

Managed undergraduate students to maintain a computer music lab containing ten workstations and one project studio. Updated software, advised students on class projects. Managed 2 part-time staff.

SELECTED THEATRICAL PRODUCTIONS

Noises Off (in production)	South Coast Repertory Warner Shook, director	Sound Design	2009
A Feminine Ending (west coast premiere)	South Coast Repertory & Portland Stage Company Timothy Douglas, director	Composition	2008
The Heiress	South Coast Repertory Martin Benson, Director	Sound Design & Composition	2008
Rabbit Hole	Pittsburgh Public Theater, Theaterworks Rob Ruggiero, director	Sound Design	2008
Clown Planet	Arezzo Festival (Italy) Eli Simon, director	Sound Design & Composition	2008
Radio Golf	Ensemble Theatre of Cincinnati Ron OJ Parson, director	Sound Design	2008
Endgame	University of California-Irvine Robert Cohen, director	Sound Design	2008
Dark of the Moon	University of California-Irvine Annie Loui, director	Sound Design & Composition	2008
Gilgamesh (in production)	University of Minnesota-Twin Cities Lisa Channer, director	Sound Design & Composition	2008
The Brothers Size	The Public Theatre (New York) Tea Alagic, director	Composition	2007
Clownzilla: A Holiday Extravaganza (premiere)	Rude Guerrilla Theatre Eli Simon, director	Sound Design & Composition	2007
The Brothers Size	Under the Radar Festival Tea Alagic, director	Sound Design, Composition, & Live Percussion Performance	2007
Insurrection: Holding History	Theatre Alliance Timothy Douglas, director	Sound Design & Composition	2007
Splittin' the Raft	People's Light and Theatre Company Jade King Carroll, director	Sound Design	2007
Helmet	NY Fringe Festival Maryann Lombardi, director	Co-Sound Design & Composition	2007
Fully Committed	Barrington Stage Company Andy Volkoff, director	Sound Design	2007
King Lear: The Storm at Home	Virginia Stage Company Chris Hanna, director	Sound Design	2007
Driving Miss Daisy	Theaterworks, Rob Ruggiero, director	Sound Design	2007
Gem of the Ocean	Milwaukee Repertory Theatre Timothy Douglas, director	Sound Design & Composition	2006
Urinetown	Yale Dramatic Society Dana Harrel, director	Sound Design	2006
The Velvet Sky (premiere)	Woolly Mammoth Theatre Company Rebecca Bayla Taichman, director	Co-Sound Design & Co-Composition	2006

Pericles	The Juilliard School Timothy Douglas, director	Sound Design & Composition	2006
Nightmare: Face Your Fears (New York City Haunted Houses)	Art Meets Commerce Timothy Haskell, director	Sound Design & Composition	2006
As You Like It	Opera House Arts Jeffrey Fracé, director	Sound Design & Composition	2006
Women and the Sea	Opera House Arts Judith Jerome, director	Sound Design	2006
The Water's Edge	Second Stage Theatre Company Will Fears, director	Sound Design	2006
Wonder of the World	Barrington Stage Company Rob Ruggiero, director	Sound Design	2006
Intimate Apparel	Indiana Repertory Theatre & Syracuse Stage Timothy Douglas, director	Sound Design & Composition	2006
August Wilson's Radio Golf (premiere)	Yale Repertory Theatre Timothy Douglas, director	Sound Design & Composition	2005
Fatal Attraction: A Greek Tragedy (premiere)	Gorilla Productions Timothy Haskell, director	Sound Design & Composition	2005
Permanent Collection	Baltimore Center Stage David Schweizer, director	Sound Design	2005
Hay Fever	Baltimore Center Stage Will Fears, director	Sound Design	2005
Boy Steals Train (workshop)	New York Theater Workshop Jude Donski, director	Sound Design & Composition	2005
The God Botherers (American premiere)	Synapse Productions David Travis, director	Sound Design	2005
Hamlet	Opera House Arts Julia Whitworth, director	Sound Design & Composition	2005
Treasure Island	Virginia Stage Company David Doersch, director	Sound Design	2005
Gum	University of Massachusetts, Amherst Maryann Lombardi, director	Sound Design & Composition	2005
House of Desires	University of Massachusetts, Amherst Keith Langsdale, director	Sound Design & Composition	2005
Defying Gravity	Auburn University Lisa Channer, director	Sound Design & Composition	2005
Intimate Apparel	Ensemble Theatre of Cincinnati D. Lynn Meyers, director	Sound Design & Composition	2005
The American Occupation (premiere)	The Juilliard School Trip Cullman, director	Sound Design	2004
Big Trouble in Little Hazzard	Black Jacket/NY Fringe Will Fears, director	Sound Design	2004
Bach at Leipzig (workshop)	New York Stage and Film Pam MacKinnon, director	Sound Design	2004
Corporate Rock	Gorilla Productions Tim Haskell, director	Sound Design	2004
Curse of the Starving Class	University of Massachusetts, Amherst	Sound Design &	2004

	Alec Wild, director	Composition	
Thirty Ghosts (premiere)	Ensemble Theatre of Cincinnati D. Lynn Meyers, director	Sound Design	2004
The Exonerated	Ensemble Theatre of Cincinnati D. Lynn Meyers, director	Sound Design	2004
The Marriage of Figaro	The Juilliard School Timothy Douglas, director	Sound Design & Composition	2004
Blues for an Alabama Sky	Actors Theatre of Louisville/ Berkshire Theatre Festival Timothy Douglas, director	Sound Design	2004
Jitney	Indiana Repertory Theatre Timothy Douglas, director	Sound Design	2004
All My Sons	Actors Theatre of Louisville Timothy Douglas, director	Sound Design & Composition	2004
After Ashley (premiere)	28th Humana Festival (Actors Theatre of Louisville) Marc Masterson, director	Sound Design & Composition	2004
Tallgrass Gothic (premiere)	28th Humana Festival (Actors Theatre of Louisville) Marc Masterson, director	Sound Design	2004
Sans-Culottes in the Promised Land (premiere)	28th Humana Festival (Actors Theatre of Louisville) Randy White, director	Sound Design	2004
Amadeus	Actors Theatre of Louisville Kate Whoriskey, director	Sound Design	2003
Omnium-Gatherum (off-Broadway, New York premiere)	Variety Arts Theatre Will Frears, director	Sound Design	2003
Ain't Misbehavin'	Actors Theatre of Louisville Gerry McIntyre, director	Sound Design	2003
Crimes of the Heart	Actors Theatre of Louisville Timothy Douglas, director	Sound Design & Composition	2003
Trojan Women	Auburn University Lisa Channer, director	Sound Design & Composition	2003
The Second Death of Priscilla (premiere)	27th Humana Festival (Actors Theatre of Louisville) Marc Masterson, director	Sound Design	2003
The Pavilion	Actors Theatre of Louisville Aaron Posner, director	Sound Design	2003
Othello	University of Massachusetts, Amherst Sheila Siragusa, director	Sound Design & Composition	2003
Proof	Actors Theatre of Louisville Sullivan Canaday White, director	Sound Design & Composition	2003
Jitney	Actors Theatre of Louisville Syracuse Stage Timothy Douglas, director	Sound Design	2002
The Foreigner	Berkshire Theatre Festival Scott Schwartz, director	Sound Design	2002
Insurrection: Holding History	Berkshire Theatre Festival	Sound Design &	2002

	Timothy Douglas, director	Composition	
Red Herring	Actors Theatre of Louisville Jim Christy, director	Sound Design & Composition	2002
Art	Actors Theatre of Louisville Timothy Douglas, director	Sound Design	2002
Finer Noble Gases (premiere)	26th Humana Festival (Actors Theatre of Louisville) Michael John Garcés, director	Sound Design	2002
Limonade Tous les Jours (premiere)	26th Humana Festival (Actors Theatre of Louisville) Marc Masterson, director	Sound Design	2002
a.m. sunday (premiere)	26th Humana Festival (Actors Theatre of Louisville) Timothy Douglas, director	Sound Design	2002
The Piano Lesson	Actors Theatre of Louisville Timothy Douglas, director	Sound Design	2001
Floyd Collins	Actors Theatre of Louisville Jonathan Eaton, director	Co-Sound Design	2001
The Master & Margarita	Yale School of Drama Will Frears, director	Sound Design & Composition	2001
Dracula	Actors Theatre of Louisville William McNulty, director	Sound Design & Composition	2001
The Birds (premiere)	Yale Repertory Theatre Christopher Bayes, director	Sound Design	2001
Twelfth Night	Amaryllis Theater Company Peter Novak, director	Sound Design	2000
A Midsummer Night's Dream	Prospect Theatre Company Cara Reichel, director	Sound Design	2000
A Little Nightmusic	Prospect Theatre Company Cara Reichel, director	Sound Design	2000
Kismet	Prospect Theatre Company Joel Froomkin, director	Sound Design	2000
Curse of the Starving Class	Yale Repertory Theatre Jim Simpson, director	Sound Design	2000
Hinton Battle: Largely Live (premiere)	Apollo Theatre Otis Salid, director	Sound Design	1999
Delirium for Two	Theatre Novi Most Lisa Channer & Vladimir Rovinsky, directors	Sound Design	1999, 2001, 2008

TEACHING EXPERIENCE

Assistant Professor of Sound Design, University of California, Irvine, Summer 2007 to present.

Taught classes, advised students, designed productions for the University. Collaborated with faculty in the drama and other departments to ensure a high level of training and production quality and artistic consistency. Worked with design faculty to continually re-examine and improve the quality of the design program. Worked with the other sound design faculty member to build the MFA sound design program.

Guest Advisor, University of Massachusetts, Amherst, Fall 2004, Fall 2006, Spring 2007.

class size: 1 students: *BS* class format: *advisement* duration: *two months*

Supervised and advised undergraduate sound designers in their designs for fully realized productions. Created schedules, deadlines, standards, and criteria for evaluation. Advised on all aspects of design, including initial design concepts, collaboration, development, delivery system design, and execution. Provided evaluations at termination of project.

Guest Artist, Kennedy Center's American College Theatre Festival, Region #1 Conference, February 2007.

class size: 8 students: *BA, BS, senior citizen* class format: *discussion* duration: *3 hours*

Prepared curricula and gave a brief lecture on the impact of Sound Design and creative listening skills. Discussed collaborative techniques. Led class in creative listening exercises.

Guest Artist, Barnard College, February 2005, April 2006.

class size: 5 students: *BA* class format: *discussion* duration: *three hours*

Prepared curricula and gave a brief lecture demonstration on the conceptualization of Sound Design, technical and artistic challenges to the Sound Designer, and how a Sound Designer fits within the overall theatre-creation process. Played sound examples to foster conversation and critical listening skills. Discussed students' sound & music ideas with regards to their final projects.

Workshop Director, University of Massachusetts, Amherst, January 2006.

class size: 2 students: *BS, MFA* class format: *workshop* duration: *7 hours*

Taught students the basics of Digidesign's ProTools digital audio workstation application. Discussed the basics of digital audio, and led them in creating projects, editing audio, using third-party plug-ins.

Artist in Residence, University of Massachusetts, Amherst, Nov. 2003, Oct. 2004, Oct.-Dec. 2005.

class size: *n/a* students: *BA, BS, MFA* class format: *practical* duration: *3 weeks*

Designed productions in residence. Created teachable moments with student assistants, directors and designers covering topics including collaborative techniques and technical design skills.

Artist in Residence, Auburn University, October 2005.

class size: *n/a* students: *BA* class format: *practical* duration: *2 weeks*

Designed a production in residence. Created teachable moments with student assistants and actors covering topics including collaborative techniques and technical design skills.

Masterclass Instructor, Actors Theatre of Louisville, September 2001-April 2004.

class size: 5 students: *Sound Dept. staff* class format: *workshop* duration: *12 class periods*

Prepared curricula and led discussions on text analysis and collaborative techniques for Sound Designers, sound delivery system design for musical theatre, and technical paperwork. Guided students to develop independent designs through class projects.

Guest Artist, University of Massachusetts, Amherst, March 2004.

class size: 6 students: *BA, BS, MFA* class format: *workshop* duration: *one week*

Prepared curricula, lessons, and assessment protocol for intensive workshop in Sound Design conceptualization. Developed schedule, taught lessons, developed students' design & collaboration skills. Administered and evaluated assessments.

Guest Artist, Yale University, September 2003.

class size: 8 students: *MFA* class format: *discussion* duration: *two hours*

Presented a masterclass for MFA Sound Design students regarding the skill sets required for a Resident Designer in a large Regional Theatre.

Guest Artist/ Artist in Residence, Auburn University, April 2003.

class size: 100 students: *BA, BS* class format: *lecture* duration: *2 weeks*

Prepared curricula and gave a brief lecture on the impact of Sound Design and critical listening skills. Included group activities and brainstorming sessions to encourage creativity. Designed a production while in residence; used the process to create teachable moments with students.

Guest Artist, Bellarmine University, October 2002.

class size: 20 students: *BA, BS* class format: *discussion* duration: *1.5 hours*

Prepared curricula and gave a brief lecture on the impact of Sound Design and critical listening skills. Discussed collaborative techniques with directors, designers, and actors.

Guest Artist, Bellarmine University, November 2001-April 2002.

class size: 15 students: *BA, BS* class format: *discussion* duration: *3 class periods*

Prepared curricula and led discussions on text analysis from a design perspective, including developing design ideas and collaborative techniques.

Guest Artist, Virginia Thespian State Conference, January 2000 & January 2002.

class size: 25 students: *high school* class format: *workshop* duration: *1.5 hours*

Prepared curricula and gave a brief lecture on the impact of Sound Design and critical listening skills. Included individual and small group activities designed to encourage creative thought.

FAMILIAR EQUIPMENT AND TECHNOLOGY

Computer Operating Systems: Macintosh, Microsoft Windows (user level).

Sound Playback Applications: LCS (Meyer Sound), SFX (Stage Research), QLab (Figure 53)

Digital Audio Applications: Software by Apple, Digidesign, MOTU, Cycling 74, Native Instruments, Propellerheads, etc..

Digital Video Applications: Final Cut Pro, Production Designer, Isadora.

Other Computer Applications: Microsoft Office, Filemaker Pro, Vectorworks, AutoCad, Timbuktu, basic web design.

Hardware & Software Samplers: Akai S & Z series, Kurzweil K2K series, MOTU, Native Instruments.

Routing equipment: Analog and Digital recording, monitoring, and mixing consoles, processors.

Microphones: wired and UHF/VHF wireless microphone systems.

LANGUAGES

Fluent in English.

Conversational in Spanish.

Conversational in American Sign Language.

PUBLICATIONS

“Sound Design in Rehearsal at Actors Theatre of Louisville.” *Lighting and Sound America*. Dec. 2004: pp 68-70.

PROFESSIONAL AFFILIATIONS

Member, United States Institute for Theatre Technology (USITT), 2008-present.

Member, Audio Engineering Society (AES), 2008-present.

Member, United Scenic Artists, Local #829, 2003-present.

Licensed teacher, secondary mathematics, 1998-2003.

SERVICE ACTIVITIES

Member, GRAMMY Museum Educational Advisory Committee, 2008-present.

Member, Board of Directors, Theatre Novi Most, 2008-present.

Contributor, The FreeSound Project, 2007-present.

Reader, Humana Festival of New American Plays, Actors Theatre of Louisville, 2001-2004.

Artistic & Technical Liaison for The Technology Project, Actors Theatre of Louisville, 2002.

Member, Advisory Board, Yale Cabaret, Yale University, 2001.

Member, Alumni Recruitment Committee, University of Richmond, 1998-present.

HONORS & AWARDS

Selectee, US National Exhibition of 2007 Prague Quadrennial for sound design for "The Second Death of Priscilla" produced by Actors Theatre of Louisville/Humana Festival of New American Plays, 2003.
Cincinnati Entertainment Award, as part of the design team for "Thirty Ghosts," produced by the Ensemble Theatre of Cincinnati, 2005.
EDDY Award for Sustained Excellence in Theatrical Production, given to Actors Theatre of Louisville Design and Production Department, 2004.

REFERENCES

Lisa Channer

Assistant Professor of Theatre
University of Minnesota

580 Rarig Center
330 21st Avenue South
Minneapolis, MN 55455
chann006@umn.edu

Timothy Douglas

Freelance Theatre Director

291 Cumberland St.
Brooklyn, NY 11238
718.237.2944
amothersson@gmail.com

Will Frears

Freelance Theatre Director

337 Sackett St., #3
Brooklyn, NY 11231
willfrears@hotmail.com

Penny Remson

Professor of Theatre
University of Massachusetts-Amherst

Dept. of Theater, Fine Arts Center 112
University of Massachusetts
151 Presidents Dr.
Amherst, MA 01003-9331
413.545.0681
remsen@theater.umass.edu

The most reliable way to make first contact with these individuals is through email.