

M. Glenn Schuster

Sound Designer

mglennsound@gmail.com • (415) 912-6175 • mglennsound.com

SELECTED THEATRICAL SOUND DESIGN EXPERIENCE:

A Raisin in the Sun — Dir. Khanisha Foster, 2023, South Coast Repertory

The Harvest-An Immersive Production — Dir. Riley Cole, 2023, The Count's Den

The Music Man — Dir. Kelly Todd, 2023, Pepperdine University Smother's Theater

American Fast — Dir. Reena Dutt, 2023, Constellation Stage and Screen

This Girl Laughs, This Girl Cries, This Girl Does Nothing — Dir. Hollace Starr, 2023, The Lindhurst Theater

This is Not a True Story — Dir. Reena Dutt, 2023, Artists at Play

A New Brain — Dir. Khanisha Foster, 2023, Celebration Theater

Desert Stories for Lost Girls — Dir. Sylvia Cervantes Blush, 2022, Native Voices

A Little Night Music — Dir. Ryan O'Connor, 2022, Greenway Court Theater

Into the Woods — Dir. Hollace Starr, 2022, Pepperdine University Smother's Theater

Mr. Burns: A Post Electric Play — Dir. Bernardo Solano, 2022, Cal Poly Pomona Theater

Everybody — Dir. Daphnie Sicre, 2022, Loyola Marymount University

THIS ALLEY IS HAUNTED- An Immersive Installation — Dir. Sean T. Cawelti, 2021, East West Players & Rogue Artist Ensemble

The Solider Dreams — Dir. Amanda Weier, 2021, Open Fist Theater

Forgiving the Franklins-A Staged Reading — Dir. Jay Floyd 2021, The Bourbon Room

Hedwig and the Angry Inch — Dir. Abbey Harris, 2021, The Sherry Theater

The 25th Annual Putnam County Spelling Bee — 2021, AMDA College of Performing Arts

Happy Puppet Hour 2 — Dir. Daisy Tichenor and Jacob Surovsky, 2020, The Massman Theater

The Cider House Rules (pts. 1&2) — Dir. Scott Farris, 2019, The Bing Theater

OTHER EXPERIENCE:

Cal Poly Pomona

Adjunct Professor (2023)

Developing and teaching classes in Sound Design for Theater and Live Audio Engineering

The Sims 4 at Maxis EA

Dialogue Editor (2021)

Editing dialogue and sound effects for the Cottage Living and Home Renovation Packs of the Sims 4.

Supervisor: Jackie Gratz

Sony Games for the Amazon Alexa

Sound Designer (2020-21)

Designing sound effects and editing dialogue that fit within a brand's audio aesthetic to create engaging and interesting games in an audio only format. Games include: *Rock 'em Sock 'em Robots* and *Cloudy with a Chance of Meatballs: Foodimals*

Supervisor: Ascot Smith

San Francisco Neo-Futurists

Theatrical Technician (2017-2020)

Design and program sound cues, projection cues, and lighting looks for a set of 30 short plays that change on a weekly basis.

Supervisor: Derek Radfern

EDUCATION:

University of Southern California Bachelor of Fine Arts: Sound Design