

KATE ORR

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4106 Deer Track
Winston Salem, NC 27127

EDUCATION

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| MFA UNC School of the Arts, Sound Design
Thesis: Expected May 2021
Advisor: Jason Romney | Expected May 2021 |
| BFA Northwest University, Contemporary Music Industry
Graduated Cum Laude
Minored in Drama | May 2018 |

SOUND DESIGN EXPERIENCE

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| The Miser , UNC School of the Arts, Winston Salem, NC
Position: Theatrical Sound Designer <ul style="list-style-type: none">• Live Play by Moliere• Designed a sound system that is mobile | 2020-Current |
| Rise Up , Northwest University, Kirkland, WA
Position: Supervising Sound Designer <ul style="list-style-type: none">• Filmed Play by NU Students• Teaching the NU Theatre Dept. about the film process | 2020-Current |
| Sweat , UNC School of the Arts, Winston Salem, NC
Position: Supervising Sound Designer <ul style="list-style-type: none">• Filmed Play by Lyn Nottage• Learned how to sound design a fight scene | 2020-Current |
| Everlorn , AppleCorr Productions, Remote
Position: Supervising Sound Designer <ul style="list-style-type: none">• Fantasy Radio Drama• Learned how to expand story telling through only sound design | 2020-Current |
| Mindsapes , UNC School of the Arts, Winston Salem, NC
Position: Sound Designer <ul style="list-style-type: none">• Immersive Entertainment Project• Designed a sound system for a press floor | Fall 2020 |

Infectious Disease , UNCSA & NC State, Winston Salem, NC Position: Supervising Sound Designer • Interactive museum installation video game • Designed SFX that showed the decline of society during a pandemic	Spring 2020
Outlaw , UNCSA & NC State, Winston Salem, NC Position: Supervising Sound Designer • Machinima video game about the Zodiac Killer • Researched the Zodiac Killer to provide better SFX	Spring 2020
Post-Apocalyptic , UNCSA & NC State, Winston Salem, NC Position: Supervising Sound Designer • Machinima video game about nuclear waste • Learned how to design audio that causes a physical reaction	Spring 2020
Boomball , UNCSA & NC State, Winston Salem, NC Position: Supervising Sound Designer • Pachinko & Pinball video game • Learned how to communicate with computer engineers	Spring 2020
You're a Good Man Charlie Brown , Northwest Uni, Kirkland, WA Position: Theatrical Sound Designer • Musical by Clark Gesner • Learned how to create slapstick SFX	Spring 2018
The Tempest , Northwest Uni, Kirkland, WA Position: Theatrical Sound Designer • Play by Shakespeare • Built a realistic thunderstorm	Fall 2017
R&G are Dead , Northwest Uni, Kirkland, WA Position: Theatrical Sound Designer • Play by Tom Stoppard • First show to only sound design on	Spring 2017
The Diary of Anne Frank , Northwest Uni, Kirkland, WA Position: Theatrical Sound Designer • Play by Frances Goodrich & Albert Hackett • Created a mini radio drama at end of show	Fall 2016
Fiddler on the Roof , Liberty High School, Renton, WA Position: Theatrical Sound Designer • Play by Joseph Stein • Designed first sound system & installed into space	Spring 2015

AUDIO ENGINEER EXPERIENCE

Soundscape, UNC School of the Arts, Winston Salem, NC Fall 2019 – Spring 2020

Position: Head Sound Engineer

- Original Immersive Installation
- Learned how to make Cat 6, VCA, XLR, NL4 and 1/4" cables from scratch

Midsummer Night's Dream, UNC School of the Arts, Winston Salem, NC Fall 2019

Position: Head Sound Engineer

- Play by Shakespeare
- Learned how to run a sound crew

Still Life with Rocket, UNC School of the Arts, Winston Salem, NC Spring 2019

Position: Assistant Sound Engineer

- Devised Play by Mollye Maxner
- Learned how to update sound paperwork

Bernstein's Mass, UNC School of the Arts, Winston Salem, NC Fall 2018

Position: Deck Sound Engineer

- Musical by Leonard Bernstein
- Learned wireless workbench & mic cleaning process

Dance Recitals, Issaquah School District, Issaquah, WA Spring 2018-Summer 2018

Position: Head Sound Engineer

- Dances by local dance troupes
- Learned how to edit & mix dance music

R&G are Dead, Northwest Uni., Kirkland, WA Spring 2017

Position: Head Sound Engineer

- Play by Tom Stoppard
- Learned how to fix Millard sound system

Fiddler on the Roof, Liberty High School, Renton, WA Spring 2015

Position: Head Sound Engineer

- Play by Joseph Stein
- First mixing job

RECORDING ENGINEER EXPERIENCE

Everlorn, AppleCorr Productions, Remote 2020-Current

Position: Recording Engineer

- Fantasy Radio Drama
- Learned to set guidelines for all recordings so they come out the same

“Princess Power Medley”, AppleCorr Productions, Kirkland, WA Winter 2018
Position: Recording Engineer

- Original Song by Broadway Princess Party
- Broadway Princess Party saw the cover and congratulated us on “Fantastic Work!”

Kirkland Civic Orchestra, Northwest University, Kirkland, WA Spring 2018
Position: Recording Engineer

- Kirkland Civic Orchestra Concert
- Learned how to mic an orchestra

The Screech, Northwest University, Kirkland, WA Fall 2017-Spring 2018
Position: Recording Engineer

- NU Podcast
- First time recording for a podcast

COMPOSER EXPERIENCE

The Miser, UNC School of the Arts, Winston Salem, NC 2020-Current
Position: Composer & Arranger

- Live Play by Moliere
- Original Score in Baroque style & re-arrangement of classic baroque music

Rise Up, Northwest University, Kirkland, WA 2020-Current
Position: Composer

- Filmed Play by NU Students
- Original score

Sweat, UNC School of the Arts, Winston Salem, NC 2020-Current
Position: Composer

- Filmed Play by Lyn Nottage
- Original score & lyrical songs styled in American music from 2000-2008

Everlorn, AppleCorr Productions, Remote 2020-Current
Position: Composer

- Fantasy Radio Drama
- Original music styled to sound like fantasy video game music

Photona: Pulse, UNC School of the Arts, Winston Salem, NC Fall 2020
Position: Composer

- Light Show by UNCSA Lighting Students
- Original piece that conveys connection

Mindscales , UNC School of the Arts, Winston Salem, NC Position: Composer	Fall 2020
• Immersive Entertainment Project • Original soundtrack conveying different states of mind	
Infectious Disease , UNCSA & NC State, Winston Salem, NC Position: Composer	Spring 2020
• Interactive museum installation video game • Created music that declines due to a pandemic	
Outlaw , UNCSA & NC State, Winston Salem, NC Position: Composer	Spring 2020
• Machinima video game about the Zodiac Killer • Created music styled in the “Thriller” genre	
Post-Apocalyptic , UNCSA & NC State, Winston Salem, NC Position: Composer	Spring 2020
• Machinima video game • Learned how to create music that causes a physical reaction	
Boomball , UNCSA & NC State, Winston Salem, NC Position: Composer & Arranger	Spring 2020
• Pachinko & Pinball video game • Learned how to re-arrange existing music	

ENTERTAINMENT INDUSTRY EXPERIENCE

Everlorn , AppleCorr Productions, Remote Position: Writer, Director, Voice Actor & Producer	2020-Current
• Fantasy Radio Drama • First project to be a script writer and director	
Mindscales , UNC School of the Arts, Winston Salem, NC Position: Writer	Fall 2020
• Immersive Entertainment Project • Helped write the experience of the exhibit	
“Princess Power Medley” , AppleCorr Productions, Kirkland, WA Position: Producer & Singer	Winter 2018
• Original Song by Broadway Princess Party • First AppleCorr project to work on	

Creatio Studios, Northwest Uni, Kirkland, WA Fall 2017-Spring 2018
Position: Studio Manager

- Worked with Creatio Studios clients
- Taught underclassmen how to use the studios

You're a Good Man Charlie Brown, Northwest Uni., Kirkland, WA Spring 2018
Position: Snoopy

- Musical by Clark Gesner
- Learned how to dance

The Tempest, Northwest Uni., Kirkland, WA Fall 2017
Position: Assistant Stage Manager

- Play by Shakespeare
- Called my first theatrical show as an ASM

The Diary of Anne Frank, Northwest Uni., Kirkland, WA Fall 2016
Position: Mrs. Vann Dan

- Play by Frances Goodrich & Albert Hackett
- First part in a serious drama

Midsummer Night's Dream, Northwest Uni., Kirkland, WA Spring 2016
Position: Patty Quince

- Play by Shakespeare
- First Shakespeare show

Quilters, Northwest Uni., Kirkland, WA Fall 2015
Position: Sarah

- Musical by Molly Newman & Barbara Damashek
- First lead part

OTHER EXPERIENCE

Home Depot, Home Depot, Winston Salem, NC Spring 2019-Summer 2020
Position: Freight Team & Garden

- Very knowledgeable about garden supplies
- Learned to drive a forklift, order picker, and reach truck

Dunn Lumber, Dunn Lumber, Bellevue, WA Summer 2017 – Summer 2018
Position: Stocking & Sales Associate

- Knowledgeable about different types of lumber
- Learned how to count inventory

Smith Brothers, Smith Brothers Dairy, Kent, WA

Spring 2017 – Summer 2017

Position: Sales Associate

- Knowledgeable about all things milk
- Learned attitude is everything & learned how to do a sales pitch

GameStop, GameStop, Issaquah, WA

Fall 2015 – Spring 2016

Position: Sales Associate

- First official job
- Learned that technology is always evolving

TEACHING EXPERIENCE

UNC School of the Arts, Winston Salem, NC

Spring 2019

Graduate Student, Sound Design

- Taught a couple of classes of *Soldering Sweatshop*, an undergraduate & graduate course averaging 6-14 students per semester, covering the following topics: basics of soldering, XLR cables, NL4 cables, and different types of cables and connectors
- Reviewed students soldering during class and gave them feedback before they returned to their stations to try again
- Took attendance

UNC School of the Arts, Winston Salem, NC

Fall 2018

Graduate Student, Sound Design

- Taught a couple classes of *Sound Design I*, an undergraduate & graduate course averaging 6-14 students per semester, covering the following topics: crossfading, looping, Logic Pro X, and script analysis
- Developed example homework assignments
- Advised students to start homework earlier in the week & took attendance
- Tutored students through completed homework assignments to understand mistakes and accomplishments

Northwest University, Kirkland, WA

Fall 2017-Spring 2018

Senior Undergraduate Student, Creatio Studios

- Taught a couple classes of *Survey of Audio Technology*, an undergraduate course averaging 14-30 students per semester, covering the following topics: signal flow, different types of microphones, basics of mixing, setting up a Pro Tools session, and critical listening

Northwest University, Kirkland, WA

Fall 2017-Spring 2018

Studio Manager, Creatio Studios

- Taught students how to use the two studios on campus.
- Would give tours for incoming students and teach them the history of the studios
- Was on call to help students if they had an issue in the studios

PUBLICATIONS

Graduate Thesis

Expected May 2021

VOLUNTEER WORK

Salem Chapel

Live Broadcast Mixer, Winston Salem, NC, 2020-Current

LANGUAGES

English: Native Language

Chinese: Currently Learning

SKILLS

Programming: Currently Learning C++

Applications: Pro Tools HDX, Logic Pro X, Garage Band, AutoCAD, Microsoft Office, QLab, Wireless Workbench, EASE, Virtual Dmitri, Cue Station, Canvas, MAX, Clock Works

Sound Consoles: Yamaha M7CL, Avid S6, Avid C|24, Hear Technologies Mix Back Mixer, Digico SD-9, Allen & Heath SQ-5, Meyer Cue Console, Midas M32, Soundcraft GB2R-12CH, Soundcraft Spirit M8

OTHER

Musical Instruments: Piano*, guitar*, bass guitar*, ukulele**, euphonium**, trombone*, trumpet*, tuba*, bodhran*, drum kit*, and voice***.

*Beginner Level

**Intermediate Level

***Expert Level

REFERENCES

Jason Romney, Director of Sound Design Program

Sound Design

UNC School of the Arts

Email: romneyj@uncsa.edu

Wade Wilson, Professor in Sound Design

Sound Design

UNC School of the Arts

Email: wilsonw@uncsa.edu

Chrystal Helmcke, Professor in Communications & Theatre

Communications & Theatre Arts

Northwest University

Email: chrystal.helmcke@northwestu.edu