

# Cliff Caruthers

# Composer / Sound Designer

25 W Richmond Ave, Ste 201, Point Richmond, CA 94801

sonics@cliffcaruthers.com

510-798-6559

## Production Experience:

**American Night**, (Sound Design), California Shakespeare Theater, Director Jon Moscone  
**Ubu Roi** (Sound Design), Cutting Ball Theater, San Francisco, CA, Director Yuri Urnov  
**Pelleas and Melisande**, (Music/Sound Design), Cutting Ball Theater, SF, CA, Dir. Rob Melrose  
**Brainpeople**, American Conservatory Theater, San Francisco, CA, Director Chay Yew  
**Life is a Dream**, (Music/Sound Design) California Shakespeare Theater, Director Loretta Greco  
**Detroit**, (Music/Sound Design), Aurora Theatre Company, Berkeley, CA, Director Josh Costello  
**Vanya and Sonia and Masha and Spike**, (Sound) Alley Theatre, Houston, TX, Dir. Jon Moscone  
**Tragedy: A Tragedy**, (Sound Design) Berkeley Repertory Theater, Berkeley, CA, Dir. Les Waters  
**Death of a Salesman**, (Music/Sound Design) San Jose Stage Company, Director Ken Kelleher  
**Troilus and Cressida**, (Sound Design), Oregon Shakespeare Festival, Director Rob Melrose  
**Dead Metaphor**, (Sound Design) American Conservatory Theater, SF, CA, Director Irene Lewis  
**Bug**, (Sound Design), SF Playhouse, San Francisco, CA, Director Jon Tracy  
**Julius Caesar**, (Sound Design) The Acting Company, NY, NY, Director Rob Melrose  
**Circle Mirror Transformation**, (Sound Design) Marin Theatre Company, Director Kip Fagan  
**Elektra**, (Sound Design), American Conservatory Theater, SF, CA, Director Carey Perloff  
**The Loudest Man on Earth**, (Sound Design) Theatreworks, Palo Alto, CA, Dir. Pam Berlin  
**The Tempest**, (Music/Video/Sound Design), Cutting Ball Theater, SF, CA, Dir. Rob Melrose  
**9 Circles**, Marin Theatre Company, Mill Valley, CA, Director Kent Nicholson  
**Caucasian Chalk Circle**, American Conservatory Theater, SF, CA, Director John Doyle  
**The Creature**, (Music/Sound Design), Black Box Theater, SF, CA, Director Rob Melrose  
**...And Jesus Moonwalks the Mississippi**, Cutting Ball Theater, SF, CA, Dir. Amy Mueller  
**Auctioning the Ainsleys**, (Music/Sound Design), TheatreWorks, Palo Alto, Dir. M. McDonough  
**Opus**, (Sound Design) TheatreWorks, Mountain View, California, Director Meredith McDonough  
**Dead Man's Cell Phone**, (Music/Sound), SF Playhouse, SF, CA, Director Susi Damilano  
**Crime and Punishment**, Berkeley Repertory Theater, Berkeley, CA, Director Sharon Ott  
**Happy Days**, (Music/Sound Design), Guthrie Theater, Minneapolis, MN, Director Rob Melrose  
**Philistines**, (Sound Design) ACT Conservatory, San Francisco, CA, Director Richard E.T. White  
**Joe Turner's Come and Gone**, Berkeley Repertory Theatre, Berkeley, CA, Dir. Delroy Lindo  
**Victims of Duty**, Cutting Ball Theater, San Francisco, CA, Director Rob Melrose  
**Anna Bella Eema**, Crowded Fire, San Francisco, CA, Director Rebecca Novick  
**Caroline, or Change**, TheatreWorks, Mountain View, CA, Director Robert Kelley  
**Woyzeck**, (Music/Sound Design) Cutting Ball Theater, SF, CA, Director Adriana Baer  
**Wet**, (Music) Moxie Theater, San Diego, CA, Director Felicia Turner Sonnenberg  
**Ambition Facing West**, (Sound Design) TheatreWorks, Mountain View, CA, Dir. Kent Nicholson  
**Death of the Last Black Man in the Whole Entire World**, Cutting Ball, SF, CA, Dir. R. Melrose  
**M. Butterfly**, (Sound Design) TheatreWorks, Mountain View, CA, Director Robert Kelley  
**The Clean House**, (Sound Design) TheatreWorks, Mountain View, CA, Director Juliette Carillo  
**Macbeth**, (Music/Sound Design) Cutting Ball Theater, SF, CA, Director Rob Melrose  
**Hilda**, (Sound Design) American Conservatory Theater, San Francisco, CA, Dir. Carey Perloff  
**Blood Relative**, (Sound Design) Traveling Jewish Theater, SF, CA, Director. Aaron Davidman  
**Baby Taj**, (Sound Design), TheatreWorks, Mountain View, CA, Director Matt August  
**Red**, (Sound Design) TheatreWorks, Palo Alto, CA, Director Robert Kelley  
**Arcadia**, (Music/Sound Design) TheatreWorks, Mountain View, CA, Dir. Robert Kelley  
**My Antonia**, (Sound Design) TheatreWorks, Mountain View, CA, Director Scott Schwartz  
**Yohen**, (Sound Design), American Conservatory Theater, San Francisco, CA, Dir. Seret Scott  
**The Vomit Talk of Ghosts**, (Sound Design) Cutting Ball Theater, S.F., CA, Dir. Rob Melrose  
**The Seagull**, (Sound Design), California Shakespeare Theater, Berkeley, CA, Dir. Jon Moscone  
**Coriolanus**, (Sound Design) Shakespeare Santa Cruz, Santa Cruz, CA, Director Kent Gash  
**Twelfth Night**, (Sound Design) California Shakespeare Theater, Orinda, CA Dir. Jon Moscone  
**Gross Indecency**, (Sound Design) Kansas City Repertory Theatre, KC, MO, Dir. Paul Barnes

# Cliff Caruthers

# Composer / Sound Designer

25 W Richmond Ave, Ste 201, Point Richmond, CA 94801

sonics@cliffcaruthers.com

510-798-6559

## Awards and Exhibitions:

TBA Award nominations:

*Hound of the Baskervilles* - TheatreWorks

*Communiqué n° 10* - Cutting Ball Theater

*Ubu Roi* - Cutting ball Theater

San Francisco Bay Area Theatre Critics Circle nominations (SFBATCC):

*Into the Woods*, TheatreWorks

*My Antonia*, TheatreWorks

*The Seagull*, California Shakespeare Theater

*Red*, TheatreWorks

*Dolly West's Kitchen*, TheatreWorks

*The Tempest* (composer, projections, sound design), Cutting Ball Theater,

*Memphis*, TheatreWorks,

*The Light in the Piazza*, TheatreWorks

San Francisco Bay Area Theatre Critics Circle awards (SFBATCC):

*Bug*, SF Playhouse

*It Ain't Nothin' But the Blues*, TheatreWorks

*A Little Night Music*, TheatreWorks

*Dracula*, Center Repertory Company

*Opus*, TheatreWorks

Dean Goodman Awards:

*Red*, TheatreWorks

*Coriolanus*, Shakespeare Santa Cruz

*Twelfth Night*, California Shakespeare Theater

Falstaff Award nomination:

Sound Design, *Troilus and Cressida*, Oregon Shakespeare Festival

Prague Quadrennial 2007 touring exhibit:

Sound Design, *Fighter Airplanes*, Cutting Ball Theater

Deep Wireless, Toronto, Canada - performance of electroacoustic piece, *Natoma*

Quiet American's Field Effects Series, San Francisco, CA, performance of *Waiting for Old Wind*

Society for Electroacoustic Music in the U.S., Denton, TX, perf. of *Short Walk to Killaloe Moon*

Electromediascope, Nelson Atkins Museum, Kansas City, MO, perf. of *Living in the Drum*

San Francisco Electronic Music Festival, SF, CA, performance of *Resist*

Game Developers Conference (GDC), SF, CA, presentation of *Earth: Primer* (music and sound design) at the Experimental Gameplay Workshop 2015

## Education and Experience:

2000 - present: Freelance Sound Designer and Composer

2002 - present: Co-curator, and Technical Director, The San Francisco Tape Music Festival

2015 - guest lecture, basics of theatre sound design, San Jose State University

2012 - guest lecture/onsite design presentation, San Francisco Art Institute at CalShakes

2010 - 2011: Sound Design Associate, American Conservatory Theater

2006 - 2009: Company Member, Crowded Fire Theater Company

2005 - present: Associate Artist, Cutting Ball Theater

2005 - 2006: Technical Director, SFEMF

2002 - 2009: Resident Sound Designer, TheatreWorks, Palo Alto, CA

1997 - 2000: MFA in Theatre Sound Design, University of Missouri at Kansas City

1999: Member of Phi Kappa Phi academic fraternity

1996 - 1997: Graduate study, University of Missouri at Kansas City Electronic Music program

1987 - 1991: Bachelor of Arts in Music, Knox College, Galesburg, IL