

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

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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