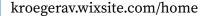
# Grace Kroeger

Audio & Video - Engineer & Designer

Boston, MA

She / They





#### **EDUCATION**

#### **University of Minnesota**, Minneapolis — 2019

BACHELOR OF ARTS,

Theatre: Design / Technology

German, Scandinavian, and Dutch: German Emphasis

MINOR IN,

Studies in Cinema and Media Culture

#### **AUDIO EXPERIENCE**

### **Audio Designer**, BCA Black Box Theater — Love in an Elevator

Production Manager - Lily Kaufman, 2023

## **Audio Engineer**, BCA Black Box Theater — Summer of Love & Humanity Festival

Production Manager - Lily Kaufman, 2023

# **Audio Visual Technician**, Museum of Science — Various events

Supervisor - Nick Scotti, 2022-2023

## **Audio Engineer**, Mosesian Center for the Arts — The Who's Tommy

Supervisor - Sean Dooley, 2022

#### **Co-Audio Engineer**, Penumbra Theater — *Black Nativity*

Audio Engineer - Aaron Newman, 2021

#### **Audio Board Op,** Open Eye Puppet Theater — Bug Girl

Sound Designer - Dan Dukich, 2020

#### **Audio Board Op, Penumbra Theater** — The White Card

Sound Designer - John Acarregui, 2020

#### **Audio Programmer**, Pillsbury Theater — *Naked Stages: Queen Drea's Soul Chamber*

Sound Designer - Montana Johnson, 2019

#### **Audio Support**, Penumbra Theater — *Black Nativity*

Audio Engineer - Aaron Newman, 2019

#### **Audio Board Op,** The Southern Theater — Bug Girl

Sound Designer - Dan Dukich, 2019

## Audio Board Op, Penumbra Theater—Pipeline

Sound Designer - Martin Gwinup, 2019

# **Venue Technician,** Theater in the Round Players — MN Fringe Fest

Supervisor - Liz Neerland, 2019

## **Audio Designer**, Bryant Lake Bowl — 12 Mini Plays for Minneapolis (+St. Paul)

Production Manager - Em Rosenburg, 2019

## **Audio Engineer**, U of M Thrust Theater — *Pippin*

Sound Designer - Montana Johnson, 2019

## **Audio/Media Supervisor,** U of M Proscenium Theater — Thank You, Places

Production Manager - Claudia Errickson, 2018

# **Assistant Sound Designer**, U of M Thrust Theater — A Midsummer Night's Dream

Sound Designer - Dustin Morache, 2018

#### **VIDEO EXPERIENCE**

## **Associate Video Designer**, Town Hall — Hometown to the World

Video Designer - Luke Cantarella, 2022

## **Video Programmer**, Des Moines Metro Opera — A Thousand Acres

Video Designer - Luke Cantarella, 2022

# **Assistant Media Designer**, Mixed Blood Theater — *Interstate*

Video Designer - Justin Humphres, 2020

# Video Engineer, Des Moines Metro Opera — Human Voice

Video Designer - Dustin Morache, 2020

# **Video Designer**, Bryant Lake Bowl — 12 Mini Plays for Minneapolis (+St. Paul)

Production Manager - Em Rosenburg, 2019

# House Technician, U of M Rarig Theater — Audio/Video Lab

Supervisor - Montana Johnson, 2016-2019

# **Associate Video Designer,** U of M Kilburn Theater — FML: How Carson McCullers Saved My Life

Video Designer - Dustin Morache, 2018

#### LIGHTING EXPERIENCE

# House Technician, U of M Rarig Theater— Light Lab

Supervisor - Bill Healey, 2016-2019

# **Assistant Master Electrician**, U of M Proscenium Theater — *UDT: Revolutions*

Master Electrician - Alexi Carlson, 2018

#### **AUDIO SKILLS**

QLab (v. 3 & 4)

Analog & Digital Consoles (Yamaha

M7CL, QL5, CL5 families)

ClearCom setup (wired+less)

Live Mixing

Soldering

ProTools 12

Audacity

Dante Networking/Patching

#### **LANGUAGES**

Fluent English

Intermediate German

#### **LIGHTING SKILLS**

Vectorworks

LX Beams

Lightwright

ETC Eos Family, basic programming,

patching

Conventional & Smart Fixtures

Fly Rail Use

Winch Use

Genie Use

Hang & Focus

**Hand Drafting** 

# COMPUTER BASED SKILLS

Hybrid meetings (Zoom)

Adobe: Photoshop, After

Effects, Premiere

Google G Suite

Microsoft Office

Final Cut Pro

Mac OS Mojave