



AMELIA ANELLO

She/Her Sound Designer/Engineer/Mixer

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Sound Design Experience

Show	Director	Venue	Year
<i>As You Like It (Musical Adaptation)</i>	Anita Dashiell-Sparks	USC Bing Theater	2024
<i>Night In November</i>	Tim Redmond	Tour, produced by CIACLA	2024
<i>SHARD</i>	Alan Smyth	Mollie Malone's Irish Pub	2024
<i>Chavez Ravine: An LA Ghost Story</i>	Edgar Landa	USC Sanctuary Theater	2024
<i>Pippin</i>	Dana Solimando & Scott Faris	USC Bing Theater	2023
<i>The Winter's Tale</i>	Kate Burton	USC Bing Theater	2023
<i>Wintertime</i>	Rena Heinrich & Natsuko Ohama	USC MCC Theater	2023

Assistant Sound Design Experience

Show	Designer	Venue	Year
<i>Noises Off</i>	Cricket Myers	Geffen Playhouse	2025
<i>The Last Days of Judas Iscariot</i>	Becca Kessin	CalArts Mod Theater	2024
<i>Pacific Overtures</i>	Cricket Myers	East West Players	2024
<i>American Idiot</i>	Cricket Myers	CTG Mark Taper Forum	2024
<i>Experiment with an Air Pump</i>	Glenn Schuster	CalArts Ensemble Theater	2023
<i>Seize the King</i>	Alma Reyes	USC Scene Dock Theater	2022
<i>Spring Awakening</i>	Naveen Bhatia	USC MCC Theater	2021

Technical Experience

TechMDInc. Junior Associate Audio, Video, Control Systems Designer (2024– present)
Assists and shadows audio, video, and control systems designers with large-scale systems for themed entertainment. Price out gear, handle warranty support calls, collaborate to design and execute full systems.

USC, School of Dramatic Arts Assistant Audio Engineer (2022-24)
Loaded in and out the USC SDA theatrical season according to technical drawings of professional and student designers. Worked with DigoCo and Yamaha consoles; Meyer, EAW, and L'Acoustics speakers; and signal processing.

USC Trojan Event Services Audio Tech (2021-2024)
Performed A1 and A2 duties for a variety of events in multiple venues, managed a team of production assistants/crew, and liaised with clients to establish the best set-up and execution of their event.

Television Academy Internship, Sound Category (2023)
Assisted sound editors with ADR recording sessions and mixing sessions for professional film and television projects. Practiced dialogue editing, sound effects editing, and backgrounds editing in Pro Tools.

Urinetown Engineer (A1) (2023) (Designer: Belle Alatorre)
Mixed 20+ wireless mics and 5 piece orchestra, and managed a team of student A2s to execute the designer's vision.

Education

University of Southern California
BFA in Sound Design (Summa Cum Laude)

Technical Proficiencies

- DigoCo, Yamaha consoles
- Basic Acoustics
- Post Production film/tv sound
- QLab
- Dante
- Google/Microsoft/Adobe Suites
- Audio Systems
- Wireless Microphones
- Vectorworks

References

Cricket Myers Sound Designer cricket.myers@gmail.com	Phil Allen Sound Designer & USC Professor philipga@usc.edu	Noel Nichols Sound Designer & USC Professor noel.nichols@usc.edu
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