

# Colten Langfitt

Sound Designer | Audio/Video Technician

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## Sound Design

<i>Dance Nation</i> (Theatre Cedar Rapids)	Director: Angie Toomsen	2022
<i>Small Hours</i> (Ulowa)	Director: Sarah Gazdowicz	2022
<i>The Job</i> * (Ulowa)	Director: Sarah Gazdowicz	2021
<i>Still Life</i> * (Ulowa)	Director: Erica Wray	2021
<i>Essential Workers: A Portrait</i> * (Ulowa)	Director: Alan MacVey	2020
<i>Henry IV</i> (Riverside Theatre)	Director: Adam Knight	2019
<i>We All Were Sunflowers</i> * (Ulowa)	Director: Brad Pickhinke	2019
<i>Blackberry: A Burial</i> * (Ulowa)	Director: Sarah Lacy Hamilton	2019
<i>The Maids</i> (Ulowa)	Director: Erica Wray	2019
<i>You Must Wear A Hat</i> * (Ulowa)	Director: Erica Wray	2018
<i>A Kingdom Jack'd</i> * (Ulowa)	Director: Luke White	2018

## Assistant/Associate

<i>Orlando</i> (Ulowa)	Assistant Sound Design	Designer: Mark Bruckner	2019
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## Mixing/Deck/Other

<i>Natasha, Pierre &amp; the Great Comet of 1812</i> (Hangar Theatre)	Co-Sound Designer, A1 Mixer	Designer: Matthew Nielson	2022
<i>School Girls, OR; The African Mean Girls Play</i> (Hangar Theatre)	A1 Mixer	Designer: David Lamont Wilson	2022
Iowa Directors Festival (Ulowa)	System Designer	Directors: Various	2022
<i>Godspell</i> (2012 Revival) (Festival 56)	Sound Designer/A1 Mixer	Director: Lauren Haughton Gillis	2021
<i>Romeo and Juliet</i> (Festival 56)	Sound Designer/A1 Mixer	Director: Bill Kincaid	2021
<i>Polkadots: The Cool Kids Musical</i> (F. 56)	Sound Designer/A1 Mixer	Director: Kelli Crump	2021
<i>Hit The Wall</i> (Ulowa)	A1 Mixer	Designer: Mark Bruckner	2020
<i>Sunday in the Park with George</i> (Ulowa)	A2/Sub Mixer	Designer: Mark Bruckner	2019

\* indicates World Premiere

## Audio Engineering / Mixing

Mixing and engineering credits include fully produced musicals, straight plays, and music concerts of multiple genres. Recordings of a few of these mixes can be found on my website at coltenlangfitt.com. I also have experience mixing as a sub and learning mixes in a short amount of time.

## Skills

Proficient in Yamaha series and M32/X32 series digital consoles, analog consoles, ProTools, Qlab, GarageBand, Dante Networking (certified level 1) and Vectorworks. Experience in live sound reinforcement and production, line-by-line mixing, music production, multi-track recording, field recording, and post-production editing. Knowledge of microphone operation and proper technique, rigging and hiding techniques for wireless mics. Some experience with system tuning and creating system paperwork.

Able to read music and proficient in piano, saxophone, and drums. Proficient in ETC family of consoles, grandMA2, and intermediate lighting techniques. Knowledge and experience with rigging, building and programming LED screens for live production as well as a wide variety of projectors and relevant software. Stage Management and union crew supervisory experience. I also hold a Class B CDL with air brake endorsement in Iowa.

## Related Work Experience

A1/Assistant Audio Engineer	Hangar Theatre Company	05/2022-08/2022
Video Engineer	Wired Production Group	08/2021-05/2022
Sound Designer	Festival 56	06/2021-07/2021
Audio/Video Technician	University of Iowa	09/2020-Present
Freelance Sound Designer		06/2019-Present
Stagehand	Wartburg College	2015-2017

## Education

BA Theatre Arts, University of Iowa, 2020

## References

Available upon request