

Margaret Montagna

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Teaching Experience

STEAM Teacher at Robofun (Robofun.org)-February 2021-Present

- Teaches PreK-5th grade students in push-in and afterschool STEAM enrichment programs on topics including coding and game design using Scratch and Scratch Jr. technologies, robotics using LEGO technologies (WeDo, EV3, and Spike), and basics of electrical engineering.
- Collaborates in the development of electrical engineering curriculums and student-centered lesson plans

Theater in Education Experience

Freelance Sound Designer– May 2017-Present

- Meet and collaborate with directors, school faculty, and parents
- Plan sound systems with existing school equipment, and supplement using rentals within budget when needed
- Train and mentor student board ops and A2s
- Research, select, record, and edit sound effects and music pieces to accompany productions
- Program computer playback for productions using QLab

Freelance Sound Engineer/Sound Technician – May 2017-Present

- Install and maintain sound systems for live theatrical productions
- Mix vocal and instrumental microphones for live theatrical productions
- Prep microphones and help to place them on actors when needed

Select credits include

- *Once on This Island* at The Brooklyn Environmental Exploration School (Sound Designer/A1/A2) David Cronin dir. 2022
- *Family of Lear* at Stella Adler Acting Studio (Sound Designer) John Gold Rubin dir. 2021
- *The 25th Annual Putnam County Spelling Bee* at Applause Theatrical Workshop (Sound Designer/A1/A2) Anthony Fazio, dir. 2020
- *Pippin* at Léman Preparatory School (Sound Designer/A1/A2) Tori Benz, dir. 2020
- *The Wizard of Oz* at Bishop Kearney High School (Sound Designer/A1/A2) David Cronin, dir. 2019
- *Godspell* at Bishop Kearney High School (Sound Designer/A1/A2) David Cronin, dir. 2018

Education

City College of New York

- Expected Graduation Date: May 2023
- Masters in Educational Theater (4.0 GPA)

Wingspace Mentorship Program

- June 2018-June 2019 (Sound Design Mentee)
- A professional development program where mentees meet with their mentors and other Wingspace members to gain knowledge and experience in the design field (www.Wingspace.com)

Pace University

- Graduation Date: May 2017
- Bachelor of Fine Arts in Production & Design for Stage and Screen (Summa Cum Laude)
- Pforzheimer Honors College
- Outstanding Student in the BFA Production & Design Program Award

Special Skills

- Proficient in Mac and PC. Skilled in specialized software, including Microsoft Office, Pro Tools, QLab, Vectorworks, Scratch, and Scratch JR.
- Audio editing, Soldering, Basic rigging and carpentry skills, Basic sewing skills, Basic block coding, Archery

References available upon request