

# The Gamer Symphony Orchestra at the University of Maryland



## Winter 2025 Concert

Dekelboun Concert Hall  
Clarice Smith Performing Arts Center

Sunday February 2, 2025  
2:00 PM & 7:00 PM

Francesco Berrett, Conductor  
Robert Morris, Conductor  
*[umd.gamersymphony.org](http://umd.gamersymphony.org)*

## About the Gamer Symphony Orchestra

In Fall 2005, student violist Michelle Eng sought to create an orchestral group that played the music of video games. With a half-dozen others who shared a love of video game music, she founded the Gamer Symphony Orchestra to achieve that dream. By the ensemble's first public performance in Spring 2006, its size had quadrupled.

Today, the Gamer Symphony Orchestra provides a musical and social outlet to 100+ members. It is the world's first college-level ensemble to draw its repertoire exclusively from the soundtracks of video games. The ensemble is entirely student-run, which includes conducting and musical arranging.

In addition to semesterly concerts at the University of Maryland campus, the GSO has performed in a number of special concerts throughout the years. In February 2011, the GSO's arrangement of "Korobeiniki" from Tetris was performed in collaboration with Video Games Live and the National Philharmonic to two sold-out houses at the Strathmore in Bethesda, MD. In May 2012 and 2015, as a part of the Art of Video Games Exhibit, the GSO performed at the American Art Museum in Washington, D.C. in the central atrium. Most recently, in March 2018, the GSO performed on the Millennium Stage of the Kennedy Center in a concert titled "From Bits to Brass: A Symphonic Adventure Through Video Game Music," as a part of the Kennedy Center's "Direct Current" event. The concert was played to a packed house, and served as a celebration of musical masterpieces across the video game repertoire for gamers, musicians, and enthusiasts alike.

Aside from its concerts, the GSO also holds the charity gaming tournament "Gaming 4 Life" twice a year. All proceeds from this multi-hour long video game tournament and social event benefit the Children's National Medical Center in Washington, D.C.

## 2024–25 GSO Officers

***President*** Stephanie Do

***Vice President*** Alex Barker

***Treasurer*** Matthew Doyle

***Secretary*** Sasha Goyal

***Music Director*** Braidon Saelens

***Orchestra Manager*** Serena Alamina

***Social Director*** Christopher Assiryani

***Officers-At-Large*** Saima Ahmad  
Benji Shin

***Conductors*** Francesco Berrett  
Robert Morris

***Choral Directors*** Neel Sanghvi  
Aidan Wilbur

***PR Directors*** Claire Huang  
Blaise Ryan  
Shiham Siddiqui

***Fundraising Directors*** Grace Cong  
Daniel Xing

***Tech Directors*** Jonathan Alonzo  
Zander Barrow

***Webmasters*** Minsi Hu  
Jay Rana

# Gamer Symphony Orchestra at UMD

## Orchestra Members

*\*Section Leader \*\*Concertmaster*

### Violin 1

Sophia Chen

Ethan Chou

Stephanie Do \*\*

Minsi Hu

Michele Imamura

Gyuseok Kang

Katriel Kasayan

Garrett Peters

Isaac Thomas

Cynthia Xi

Esther Yu

Kevin Zhang

Yifan Zhang

Emma Roldan

Jenna Wollney

### Cello

Saima Ahmad

Serena Alamina

Alexander Barker

Sarah Blaufuss

Grace Cong

Lauren Rabe

Jay Rana

Benji Shin \*

Alexandro Wong

Hannah Yan

### Violin 2

Poushali Banerjee

Justin Chen

Edith Corey \*

Allison Harlan

Ian Jackson

Kieran Khan

Caroline Tanner

Alan Whitman

### String Bass

Jonathan Alonzo \*

Victor Esan

Waverly Nakashima

Patrick Torre

### Guitar

Shiham Siddiqui

### Electric Bass

Adam Martinson \*

### Viola

Harshitha Balijepalli

Elizabeth Barski

Emma Brown

Alyssa Coello

Noah Combatir

Erika Falco

Taegon Hibbitts

Karis Lee

Michael Maroney \*

### Flute/Piccolo

Simon Bailey

Chaitanya Garg

Jeffrey Luo \*

Charu Mehta

Jason Tang

Cecilia Vu

Amy Wang

### Oboe

Zander Barrow \*

Oscar Krug

Michael Sinai

### Clarinet

Matthew Doyle \*

Emily Schultz \*

Amy Sheehan

Michael Wang

### Saxophone

Maegan Blake

Nathan Chesla

Nicole Cifuentes

Noah Goldberg \*

Braidon Saelens \*

Blaise Ryan

Andrew Miguel Villegas

Davis Xu

### Bass Clarinet

Sarayu Jilludumudi

Daniel Xing

Regina Yuengling

### Bassoon

Will Duis \*

Meghan Freer

Jacob Keeley

### Trumpet

Beau Carter

Silas Rager \*

Jake Rives

### French Horn

Suerken Matsuyama

Liam Moran

Sunil Pateel \*

Arthur You

### Trombone

Nicholas Curtis

Manny Fitsum

Peter Mortensen

Quinlan Ngo

Michael Shanny

### Euphonium

Christopher Assiryani \*

Carlos Chen

### Tuba

Ryan Owens

### Percussion

Anish Bhupalam

Colin Eng

Stella Garner

Hayden Miller

Christian Pascual

Wren Poremba \*

Steven Zhang

### Piano

Sean Cheng

Claire Huang

Cassandra Meyer\*

## Chorus Members

*\*Section Leader \*\*Choral Director*

Soprano	Alto	Tenor	Bass
Tiffany Bixler	Rebecca Chambers	Om Duggineni	Paolo Atienza
Theresa Menna *	Mikayla Durr *	Sasha Goyal	Jaden Chen
Archita Naik	Marsh Hessler	Emily Hao	Ryan Goldsmith
Evangelyn Olson	Halimah Kargbo	Neel Sanghvi **	Joseph Kleinman
Audrey Wiswakarma	Kexin Liu	Logan Swaisgood *	Brian McFerran
	Ella Valentine	Jack Wethington	Alex Miller*
	Valerie Yen	Aidan Wilbur **	Varun Somashekar
			Aaron Stephen
			Benjamin Vanderham
			Cesar Vasquez

## Emeritus Members

<b>Michelle Eng</b> —Founder President, 2005–2007	<b>Greg Cox</b> Conductor, 2006–2009	<b>Peter Fontana</b> Conductor, 2010–2011
<b>Rob Garner</b> President, 2008–2011	<b>Chris Apple</b> Music Director, 2007–2010	<b>Kira Levitzky</b> Conductor, 2009–2013
<b>Alexander Ryan</b> President, 2011–2013	<b>Kyle Jamolin</b> Choral Director, 2012–2014	<b>Kevin Mok</b> Conductor, 2013–2015
<b>Joel Guttman</b> President, 2013–2014	<b>Jasmine Marcelo</b> Vice President, 2013–2015	<b>Jesse Halpern</b> Treasurer, 2015–2016
<b>Jonathan Hansford</b> Choral Director, 2015–2017	<b>Marin Chin</b> Music Director, 2016–2017	<b>Austin Hope</b> Webmaster, 2015–2018
<b>Suzie DeMeritte</b> Treasurer, 2016–2018	<b>Michael Mitchell</b> Conductor, 2016–2018	<b>Leanne Cetorelli</b> Conductor, 2015–2018
<b>Alex Yu</b> President, 2017–2018	<b>Erin Estes</b> Webmaster, 2018–2019	<b>Bethany Riege</b> Secretary, 2018–2019
<b>Hojin Yoon</b> President, 2019–2020	<b>Sami Louguit</b> Member, 2018–2020	<b>Samuel Harley</b> Conductor, 2018–2020
<b>Matthew Evanusa</b> Conductor, 2018–2020	<b>Nicole Benner</b> Social Director, 2018–2020	<b>Austin Starnes</b> Treasurer, 2018–2020
<b>Nicholas DeGraba</b> Music Director, 2018–2020	<b>Ciara Donegan</b> Music Director, 2021–2022	<b>Rachel Wattanarungsikajorn</b> Conductor, 2020–2022
<b>Quinn Dang</b> President, 2020–2022		

## The Adventure Begins

*Kirby's Return to Dreamland*

Hirokazu Ando, Jun Ishikawa

Arr. Jacob Keeley

Ft. Stephanie Do (Violin 1), Michael Maroney (Viola), Jeffrey Luo (Flute),  
Michael Wang (Clarinet), Davis Xu (Alto Sax), and Arthur You (French Horn)

Welcome to Dreamland! Embark on an adventure with your friends to help the traveler Magolor return home after he crash-landed on your planet of Popstar (surely nothing bad could come from this). Your quest to help Magolor starts out grand and optimistic with the thrill of adventure still fresh in your heart. This feeling is complemented by upbeat and soaring orchestral melodies all throughout the early stages of the game. Here, many of these happy-go-lucky themes are combined into one triumphant overture. Let the adventure begin!



Art by: @artsy.karley on Instagram

## Fontaine

*Genshin Impact*

HOYO-MiX

Arr. Cynthia Xi

Ft. Stephanie Do (Violin 1),

Michael Maroney (Viola),

and Cynthia Xi (Violin 1)

GSO has played many pieces from *Genshin Impact* over the last couple of semesters, each of which is unique to the various in-game regions and deeply embodies the musicality of their real-world counterparts. Fontaine, the fifth region introduced, is a land of romanticism and water, modeled after France during the

late 19th to early 20th centuries, a period of time called the Belle Époque during which enlightenment reigned and art flourished. In contrast to the more traditional-sounding pieces from *Genshin Impact* like that of Inazuma or Sumeru, Fontaine may seem more familiar – its style is decidedly classical, something that we actually don't see that often in gaming music!

Art by: Amy Wang



While on the surface Fontaine appears ethereal and full of beauty, secrets hide underneath, buried underneath a carefully scripted drama, a supposedly undefiable fate, and a tragedy five hundred years in the making. And still, we continue to march towards that inevitable end of the story.

Please enjoy: “Fontaine”.

## Twinleaf Town

*Pokémon Diamond & Pearl*

Junichi Masuda and Hitomi Sato

Arr. Sean Cheng

Ft. Sean Cheng, Minsi Hu, Claire Huang, Gyuseok Kang, Adam Martinson,  
and Michael Maroney

In the very beginning of *Pokémon Diamond & Pearl*, you find yourself in the drowsy atmosphere of Twinleaf Town. Let go of your worries and allow the wistful sounds of “Twinleaf Town” wash over you...

## Battle! Torna

*Xenoblade Chronicles 2*

Kenji Hiramatsu

Arr. Colin Eng

Ft. Colin Eng (Percussion) and Adam Martinson (Electric Bass)

In *Xenoblade Chronicles 2*, you play as a human, Rex, in a world in which the world is covered with a sea of clouds. “Battle! Torna”, takes place in the DLC for the game entitled Torna: The Golden Country, during a time in which you explore the Kingdom of Torna, and of course, battle lots of enemies. The piece presents a fresh take on a battle theme being inspired by big band and fusion jazz styles. These styles are apparent in the driving percussion, ensemble hits, and improvisatory solo section. Get ready to be transported to the Kingdom of Torna where epic adventures and intense battles unfold!

## Phoenix Shrine

*Palia*

Steffen Schmidt

Arr. Theresa Menna

According to Palian mythology, Embra is the deity and creator of Humans. Also known as the Great Phoenix, she was thought to have died after Human civilization collapsed thousands of years ago. However, Humans have begun mysteriously re-emerging into the world, leaving the modern Majiri and Grimalkin citizens of Palia to wonder how and why. The Phoenix Shrine is where Humans materialize upon reappearing. Located behind the glistening Phoenix Falls and buried amongst the cavernous ruins of ancient Human civilization, ethereal choral music evokes the quiet majesty of this place and the somber history of Embra and her people. The shrine is sacred, but its true meaning has been lost to time.



## Who Are You

*Baldur's Gate III*

Borislav Slavov

Arr. Jayden Andrews

Ft. Simon Bailey (Flute), Will Duis (Bassoon), Braidon Saelens (Baritone Sax), Ella Valentine (Choir-Alto), and Andrew Miguel Villegas (Tenor Sax)

*Baldur's Gate III* is a story driven roleplaying game set in the expansive universe of Dungeons and Dragons. In this fantasy story, the protagonist finds themselves infected with a lethal disease and must work against the clock to find a cure. Every single choice that you make dramatically influences your fate, and there are many possible outcomes to discover. "Who Are You?" is a medley containing elements from both "Baldur's Gate Main Theme, Part 1" and "Who Are You?" which are from the game's title screen and character creator respectively. This theme consists both of intense, energetic moments as well as atmospheric melodies, and is sure to leave the listener engaged.



Art by: Ella Valentine

## Eine Kleine Nachtmarkt

*Palia*

Steffen Schmidt

Arr. Theresa Menna, Robert Morris, Marsh Hessler

Ft. Zander Barrow (Oboe), Suerken Matsuyama (French Horn),

Emily Schultz (Clarinet), and Jason Tang (Flute)

Welcome to the Maji Market! The Majiri people of Kilima Valley are excited to welcome you to this evening festival, which brings light and joy to the world of Palia twice a year. Take a stroll with us to experience a little night market. During the festival, the fairgrounds are alive with dazzling fireworks and beating drums, and villagers hawk a variety of wares and tasty festival treats. Don't forget to stop by the chapaa hut and say hello to those adorable little creatures: part chipmunk, part beaver, part boar... all fluff. Unfortunately for everyone, the chapaa's have a pesky habit of escaping their pen and running amok at the market – maybe you could help us round them up?



Art by: Theresa Menna

## Hyrule Castle

*The Legend of Zelda (Series)*

Koji Kondo

Arr. Francesco Berretti

Ft. Zander Barrow (Oboe), Will Duis (Bassoon),  
Theresa Menna (Choir-Soprano), Benji Shin  
(Cello), and Audrey Wiswakarma (Choir-  
Soprano)

*The Legend of Zelda* franchise is famous for its incredible games, and just as much for its incredible soundtrack. Each of the main characters has leitmotifs and themes that occur game after game, echoing the series' themes of reincarnation and intertwined fates. Many of the games end with a climactic battle between the series' main protagonists, Link and Zelda, and recurring antagonist, Ganondorf, in the imposing Hyrule Castle. This piece is a medley of the three characters' main motifs, as well as the location in which the battle takes place. The piece also incorporates a number of other themes from across the nearly 40-year-old series.



Art by: @shoyotarian on Instagram

## Intermission!

### Blocky Beginnings

*Minecraft*

C418

Arr. Quinlan Ngo

Whether you're exploring the vast expanse of the Overworld in search of a stronghold, or planning out your dream home, you'll probably hear one of C418's ambient tracks begin to play. Featuring "Wet Hands" and "Mice on Venus",

"Blocky Beginnings" is a nostalgic voyage back to our childhoods, when finding three diamonds for a pickaxe was the only thing that mattered. We invite you to relive those memories in this *Minecraft* medley, celebrating the countless blocks placed, worlds explored, and the dogs still waiting for us to come home.



Art by: Chaitanya Garg

## A Cup of Liber-Tea

*Helldivers 2*

Wilbert Roget II

Arr. Robert Morris

Ft. Stephanie Do (Violin 1)  
and Cynthia Xi (Violin 1)

Calling all Helldivers! The prosperity and safety of Super Earth is threatened by the invading Automaton forces, hellbent on disrupting Democracy! This cannot and will not be tolerated. The galaxy requires liberation, and the continued fight for liberty WILL endure. It's time to show those hunks of metal the power of Managed Democracy. Report to Malevelon Creek at once and remember: Freedom doesn't come free. Note: All Helldivers will be equipped with a standard-issue Freedom Mug and Democracy Spoon for Liber-Tea consumption. This message is sanctioned and fact-checked by the Ministry of Truth. Report any and all traitorous behavior to Super Earth High Command and the GSO Conductors.



Art by: Logan Swaisgood

## Good Riddance

*Hades*

Arr. Darren Korb

Ft. Francesco Berrett, Shiham Siddiqui, and Valerie Yen

From the award winning indie series *Hades*, “Good Riddance” is a touching duet sung by Eurydice and Orpheus from the classic greek myth of two separated lovers. For those unfamiliar with mythos, Orpheus, a gifted musician, descends into the Underworld to retrieve his wife, Eurydice, who died. He is allowed to bring her back but must not look at her until they reach the surface; he ultimately fails, losing her forever. The song is Eurydice reflecting on how her time in the afterlife is a relief from life's struggles. Inevitably, when she is reunited with her lover during the story of *Hades I*, it's Orpheus' reflection too.

## A Villager in the City

*Animal Crossing: City Folk*

Manaka Kataoka, Shiho Fujii, & Kazumi Totaka

Arr. Theresa Menna

Ft. Beau Carter (Trumpet 1),  
Noah Goldberg (Alto Sax), Charu Mehta (Flute),  
Michael Shanny (Trombone),  
Michael Sinai (Oboe), Silas Rager (Trumpet 2),  
and Michael Wang (Clarinet)



Art by: @diamondbrickz

*Animal Crossing: City Folk* released on the Nintendo Wii in 2008. In this installment of the famous franchise, villagers could catch a ride on Kapp'n's bus to visit the city. While walking about, you might see Dr. Shrunk perform at the Marquee, check out the high-end fashion at Gracie Grace, bet on some items at the auction house, or get a fresh new look at Harriet's salon. The music that accompanies you in this area is whimsical, conjuring images of Parisian cobblestone streets and inviting you on a light stroll. This arrangement was conceived with inspiration from George Gershwin's "An American in Paris," utilizing chromatic movement and dissonance—as well as the imitation of klaxon horns across horns and woodwinds—to create a more chaotic cityscape sound. This same track has continued to appear in later installments of *Animal Crossing* as one of KK Slider's secret songs, called "Animal City."

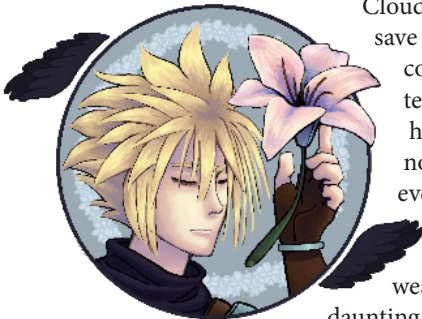
## The Promised Land

*Final Fantasy VII: Rebirth*

Nobuo Uematsu

arr. Chris Apple, edited by Aidan Wilbur and Neel Sanghvi

*Final Fantasy VII* is one of the most well-known RPGs of all time, following Cloud Strife as he joins a mercenary band attempting to save the planet from being drained of all life by a greedy corporation. Along the way, he meets Aerith, who tells of a Promised Land, a land of supreme happiness, peace, and life. The journey to this land is not so easy, though, as the party faces struggles and eventually must contend with Sephiroth, the one-winged angel. This piece comes from the 2024 remake, *Final Fantasy VII: Rebirth*, and weaves together the original song with Sephiroth's daunting theme. While death and evil may stand in the way, the Promised Land still awaits at the end. Is it worth fighting for?



Art by: Emily H.



## Fields of Dusk

*Star Wars Jedi: Survivor*

TATRAN, Stephen Barton, Gordy Haab

Arr. Robert Morris

Ft. Maegan Blake (Alto Sax), Sunil Pateel (French Horn), and Blaise Ryan (Alto Sax)

After the fall of the Jedi Order via Order 66, the Empire rules over the galaxy. Many of the few remaining Jedi left who survived the Great Jedi Purge are in hiding, but one former padawan, haunted by his master's execution and failure to save his own friends, continues to resist and combat the Empire. Despite his best efforts, Cal realizes that the Empire's power continues to grow. As the fight becomes seemingly impossible, Cal wonders if the fight is truly worth fighting. "Fields of Dusk" is heard in two main locations in the game, once in the cantina in a more upbeat arrangement and an orchestral version as Cal and Merrin, his eventual romantic partner, confess their feelings for each other and debate settling down together, abandoning the fight for each other. This is one of the only pieces of music in *Jedi: Survivor* that is not dominated by dark, aggressive, and punctuated phrases as Cal toils with the rage inside him and the apparent lack of hope for the fight. This arrangement serves to emphasize the hope that we feel as we attempt to face enormous adversity, and the love we have for the people around us and how they can make the darkest days seem bright. But unique to "Fields of Dusk", those feelings don't always prevail. Sometimes, that nagging feeling of doubt lingers, even in the best of times. We will always wonder, what if?

## Rainbow Road

*Mario Kart (Series)*

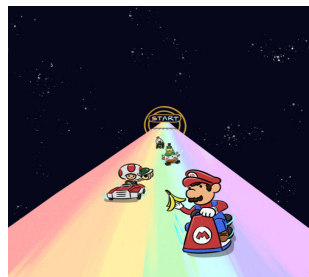
Soyo Oka, Kenta Nagata, Asuka Ohta, Shinobu Tanaka

Arr. Zack Smith, Francesco Berrett

Ft. Anish Bhupalam (Drum Kit)



Art by: @sheepb1t



Art by: Jaden Chen

Floating in the skies above glittering cities or suspended in the glimmering expanses of space, this magical varicolored raceway has served as the last lap for *Mario Kart* players as long as there have been *Mario Kart* games! It's seen players driving through showers of star bits and fireworks, past magic flying trains and RGB thwomps, over space stations and planets' rings. Every iteration of this iconic circuit has something special. With themes from *Super Mario Kart*, *Mario Kart 64*, *Mario Kart Double Dash*, and *Mario Kart Wii*, please enjoy "Rainbow Road".

*Streaming made possible by:*



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Audio & Video

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*We owe a special thank-you to...*

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The Memorial Chapel

The UMD Student Government Association

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Ken Rubin

Jesse Halpern

Hiroshi Amano

Prof. Derek Richardson

Dr. Laura Schnitker

Prof. Marybeth Shea

and...

**YOU!**