

Spring 2026 Main Concert

THE GAMER SYMPHONY ORCHESTRA

at the University of Maryland



Dekelboun Concert Hall
Clarice Smith Performing Arts Center

Sunday May 17th, 2026
2:00 PM & 7:00 PM

Robert Morris, Conductor
Oscar Krug, Conductor
Theresa Menna, Choir Director
Neel Sanghvi, Choir Director

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.

2025-26 Officers

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Orchestra Manager Serena Alamina

Social Director Christopher Assiryani

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Conductors Oscar Krug
Robert Morris

Choral Directors Theresa Menna
Neel Sanghvi

PR Directors Stella Garner
Shiham Siddiqui

Fundraising Directors Simon Bailey
Garrett Peters

Tech Directors Quinlan Ngo
Jack Wethington
Saanvi Verma

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Silas Rager

Orchestra Members

**Concertmaster **Section Leader*

Violin I

Sophia Chen
Ethan Chou
Samwit Dangol
Minsi Hu *
Vincent Jung
Gyuseok Kang
Ian Koo
Lillian Ma
Garrett Peters
Cynthia Xi *
Esther Yu
Kevin Zhang
Yifan Zhang

Violin II

Edith Corey **
Avery Chupka
Sawyer Robie Grunwell
Allison Harlan
Ian Jackson
Kieran Khan
Rachel Li
Anna Phan
Evelyn Wang
Alan Whitman
Chelsea Zheng

Viola

Elizabeth Barski
Evangeline Chen
Macc Colon Cortes
Elizaveta Denisova
Erika Falco
Taegon Hibbitts
Vivienne Loukota
Michael Maroney **
Jenna Wollney

Cello

Saima Ahmad
Serena Alamina
Lena Biran
Márton Csikos
Lily Ehrlich
Margaret Kato
Joah Pereira
Lauren Rabe
Jay Rana **
Quinn Taylor
Alexandro Wong

String Bass

Jonathan Alonzo **
Morgan Altier
Victor Esan
Waverly Nakashima
Patrick Torre

Guitar

Shiham Siddiqui

Electric Bass

Adam Martinson**

Flute/Piccolo

Sophia Abed
Simon Bailey
Andrew Guo
Charu Mehta
Norrie Riedy
Cecilia Vu
Amy Wang **

Oboe

Lily Omron**

Clarinet

Miriam Hakim
Patrick Hu
Cami Mejia
Ryan Park
Amy Sheehan
Norah Vanderpool **
Michael Wang **

Bass Clarinet

Sarayu Jilludumudi
Natalie Turner

Bassoon

Will Duis **
Eli Freer
Lixin Zheng

Alto Saxophone

Rhett Brega
John Labella
Andrew Long
Preston Perzan

Tenor Saxophone

Nathan Chesla **

Baritone Saxophone

Annika Vallurupalli

Trumpet

Beau Carter
Jesse Ehrenreich
Patrick Ford
Ethan Hawkes
Alex Powers
Silas Rager **

French Horn

Liam Moran
Tobi Ojo
Sunil Pateel **
Angus Pulkka
Arthur You

Trombone

Connor Chaplain
Nicholas (Nick) Curtis
Peter Mortensen
Quinlan Ngo

Euphonium

Christopher Assiryani **
Carlos Chen

Tuba

Shivank Bhimavarapu
Joseph Nebbia

Percussion

Ishaan Antani
Xavier Bornhorst
Edward Choi
Stella Garner **
Amy Lee
Sydney Liu
Christian Pascual
Philip Wang
Eric Zhang

Piano

Claire Huang **
Spencer Jenkins
Andy Yu

Chorus Members

**Choir Conductor **Section Leader*

Soprano	Alto	Tenor	Bass
Theresa Menna *	Celine Blanchette	Ren Bombuwala	Paolo Atienza
Archita Naik **	Rebecca Chambers	Emily Hao	Ryan Goldsmith
Evangelyn Olson	Brooke Guo	Max Khatchadourian	Avi Gupta
Jaden (Angel) Sander	Kexin Liu	Christian (Chris) Patiag	Cooper Herlihy
Elizabeth Sanford	Joyna Qin	Neel (Waluigi) Sanghvi *	Joseph Kleinman
Zhe Shen	Emily Tran	Krit Socrates	Alex Miller **
Yasmine Tajeddin	Ella Valentine **	Logan Swaisgood **	Andrew Rapisura
Grace Min	Graciela (Gray) Walters	Nathaniel Unnikumar	Varun Somashekar
Saanvi Verma **	Aileen Wiswakarma	Jackson (Jack) Wethington	Benjamin (Benny) Vanderham
	Nina Xie		Cesar Vasquez
	Valerie Yen		

Emeritus Members

Michelle Eng —Founder President, 2005–2007	Jesse Halpern Treasurer, 2015–2016	Sami Louguit Member, 2018–2020
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Joel Guttman President, 2013–2014	Bethany Riege Secretary, 2018–2019	Braidon Saelens Music Director, 2024–2025
Jasmine Marcelo Vice President, 2013–2015	Hojin Yoon President, 2019–2020	Daniel Xing Fundraising Director, 2023–2025

A Journey Through the Mushroom Kingdom

Super Mario Bros Wii

Kenta Nagata, Ryo Nagamatsu, Shiho Fujii

Arr. Jesse Ehrenreich

Ft. Jesse Ehrenreich (*Trumpet*), Sunil Pateel (*French Horn*), Norrie Riedy (*Flute*),

Charu Mehta (*Flute*), Norah Vanderpool (*Clarinet*)

Since the 70s, Nintendo has played a defining role in the history of video games that shaped generations of players. In 2009, the company released *New Super Mario Bros. Wii*, which quickly gained popularity and soon became a staple Wii game of the time. Today, it is known as a source of nostalgia for many who grew up with it. One of its most memorable aspects is its soundtrack, composed by Kenta Nagata, Ryo Nagamatsu, and Shiho Fujii. "A Journey Through the Mushroom Kingdom" is a medley that contains some of the most recognizable pieces from the soundtrack, including the Latin-inspired *Overworld Theme*, the shimmering *Underwater Theme* as a classical orchestral waltz, and lastly, the dramatic *Castle Theme*, which brings a powerful ending to the medley.



Natalie Turner

The Wish Master

Infinity Nikki

Music by 陈达飞 (Fold Echo); Lyrics by 余慧迪 and 余慧迪

Arr. Theresa Menna and Aidan Wilbur

Ft. Theresa Menna (*Soprano*), Simon Bailey (*Flute*), Amy Wang (*Flute*)

Trouble is brewing in Miraland. Nikki has traveled far and wide to unravel the mystery behind a series of bizarre comas induced by counterfeit wish bottles, and to unmask the scheming Wish Master behind it all. Cursed with an insatiable desire for ultimate power, The Wish Master has been devouring people's desperation in the form of misguided wishes and to amass that power, in an attempt to attain godhood. Will he prevail over our hero to become The Wishing One? Or does Nikki have what it takes to rescue Miraland from impending doom? A corrupted chorus of voices cries out: "Oh, divine being! Absolute grace, endless desires... Prevail over the darkness!"

The Light We Cast

Everybody's Gone To The Rapture

Jessica Curry

Arr. Francesco Berrett

Ft. Ella Valentine (*Soprano 1*), Brooke Guo (*Soprano 2*), Valerie Yen (*Alto*),
Jack Wethington (*Tenor*), Ryan Goldsmith (*Bass*)

Composed by Jessica Curry, this piece takes heavy inspiration from traditional British hymnals and uses text from a variety of classical sources including the Bible and other religious works. Its source game, *Everybody's Gone To The Rapture*, follows the character as the only survivor in a small British village whose inhabitants have mysteriously disappeared in a Biblical rapture-like event, seemingly transformed into beings of light in the sky. The game examines the role of religion and intimacy in our day-to-day lives, the separation between physical and spiritual existence, and what it means to truly be together with somebody else, unafraid.

Dandelion Depths

Mario Kart World

Arr. Vincent Jung

Esther Yu, Minsi Hu, Vincent Jung, Ian Jackson, Michael Maroney,
Evangeline Chen, Alexandro Wong, Quinn Taylor

Mario Kart World, the ninth game in the *Mario Kart* series and a flagship title for the Switch 2, is a groundbreaking *Mario Kart* game for many reasons: the unique open world, the introduction of rail grinding and wall riding, and most importantly, the soundtrack. *Mario Kart World* includes 200+ remixes from throughout the Mario series, covering such hits as Gusty Garden Galaxy, Fortress Boss from *Super Mario Bros. 3*, and... “Special 8 (The Mario Drawing Song) – Super Mario 3D Land”, whatever that is.

The musical piece we will be performing today is from a racetrack originating from *Mario Kart World*'s open world. When someone remembers iconic *Mario Kart* tracks, they might think of Mario Circuit, or Bowser's Castle, or even Rainbow Road... but tucked inside a small corner of *Mario Kart World*'s map, surrounded by wilderness, overgrown by bronze rust and green moss lies the final construction project of the Para-Biddybud Construction company: Dandelion Depths. Built into the entrance of a crystalline turquoise cave, this track evokes a similar energy to *Super Mario Odyssey*'s iconic Wooded Kingdom: it's odd, run-down, and strangely beautiful.

And it also has a really bangin' song attached to it.

Wii Suite

Wii Music; Wii Sports Resort

Kazumi Totaka

Arr. Colin Eng

Ft. Simon Bailey (*Flute*)

In 2008, *Wii Music* gave us the chance to create arrangements of existing songs by mimicking the motions of instruments with the Wiimote. The main theme constitutes the first movement

of this medley and includes a classical metronome and strings, mixed with saxophones and groovy basslines. The second movement is dedicated to *Wii Sports Resort*, which took us to an island resort where we could go wakeboarding, practice archery, or ride jet skis! The Latin-style main theme encapsulates this fresh new take on *Wii Sports* while including a nostalgic callback to the original game. These movements are a way of paying tribute to these exceptional games that brought joy to so many people and brought families and friends together alike!



Revali's Theme

The Legend of Zelda: Breath of the Wild; Hyrule Warriors: Age of Calamity

Manaka Kataoka, Yasuaki Iwata

Arr. Theresa Menna

Ft. Will Duis (*Bassoon*), Lily Omron (*Oboe*), Sunil Pateel (*French Horn*),

Minsi Hu/Cynthia Xi (*Violin 1*), Christopher Assiryani (*Euphonium*)

"Revali's Theme", drawn from *The Legend of Zelda: Breath of the Wild* and *Hyrule Warriors: Age of Calamity*, captures the sharp wit, pride, and aerial grace of the Rito champion. Originally introduced as a light, wind-swept melody carried by solo woodwinds, the theme reflects Revali's confidence and technical mastery of the skies—equal parts elegance and bravado. This arrangement for orchestra and choir expands the intimate original into a broader sonic landscape which showcases the duality of Revali's character: aloof yet competitive, strong yet agile, selfish yet selfless.



Welcome to the Jungle

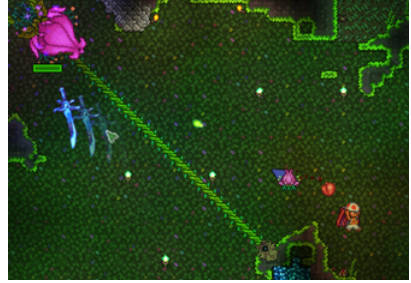
Terraria

Arr. Quinlan Ngo

Ft. Lixin Zheng (*Bassoon*)

“The Jungle Grows Restless”

Welcome to the jungle! Where the only thing we've got are annoying jungle bats and carnivorous plants trying to eat your face! Follow a medley of three jungle themes from 2-D sandbox game *Terraria*,



featuring lush woodwinds, warm brass, simmering strings, and dueling percussion! Bring your Guns, and bring your jungle Roses as you venture into this beautiful, yet dangerous biome to gather materials for some new gear. However, there's more to this jungle than meets the surface... After finding a cave, you delve deeper into the underground caverns, wondering what valuable loot lies within. Glowing in the darkness, you see a beautiful pink flower amidst the subterranean foliage. It would look great in your house! But as your pickaxe uproots the blossom, you hear the loud rumbling of something approaching. A large, pink... flower monster? Whatever it is, it's barreling straight towards you. Plantera has awoken! As a harrowing battle beneath the jungle commences, seeds and bullets fly. Swords clash with vines. Will you be able to survive this encounter, or will the jungle claim another soul?

The Hollow Knight

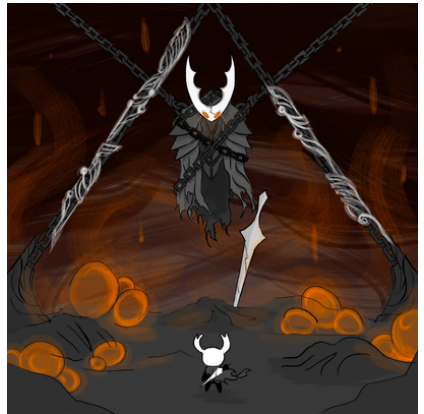
Hollow Knight

Christopher Larkin

Arr. Samuel Harley

Ft. Minsi Hu/Cynthia Xi (*Violin 1*)

Hollow Knight is an atmospheric adventure through the beautiful world of Hallownest, an abandoned insect kingdom whose haunted depths draw in the adventurous and brave with promises of treasures and answers to ancient mysteries. The game tells the story of an insect-like, silent, nameless knight on a quest to uncover the land's secrets. Wielding only a nail and the power of Soul magic, players must uncover the mystery of what happened to this lost civilization.



Iden Han

Intermission!

Loonboon

Plants vs. Zombies

Laura Shigihara, Stan LePard, Peter McConnell

Arr. Zack Smith

Ft. Sarayu Jilludumudi (*Bass Clarinet*), Shiham Siddiqui (*Vocal*), Minsi Hu/
Cynthia Xi (*Violin 1*), Andy Yu (*Piano*), Annika Vallurupalli (*Baritone Saxophone*)



Partly inspired by the score of the Minions movie (yeah no for real), which in turn parodies the scores of Hollywood spy films, this arrangement puts a dramatic and goofy spin on Laura Shigihara's "Loonboon" from *Plants vs. Zombies* (2009). Those keen-of-ear and rot-of-brain might also notice quite a few ideas borrowed from other variations of "Loonboon" from the *Plants vs. Zombies* series. Stan LePard's comedic arrangement "Battle 5" from *PvZ Adventures* (the Facebook game) is ever present in the flutes and muted trumpets, while Peter McConnell's arrangement "Loon Skirmish" from *PvZ Garden Warfare* informs the howling choir and intense brass. The first time you the player hear Shigihara's iconic melody in its origin game is just after your neighbor Crazy Dave (who you've just met) tells you to dig up all the plants in your garden and defend your home from an incoming horde of zombies... by bowling walnuts at them. Normally I guess you wouldn't follow the lead of your rambling neighbor who wears a dented up stainless steel saucepan to protect his brain, but the undead ARE shambling through your front yard, so... walnut bowling it is!

Inazuma

Genshin Impact

Yu-Peng Chen @ HOYO-MiX

Arr. DanimalCrossing

Ft. Patrick Torre (*Koto*), Sarayu Jilludumudi (*Bass Clarinet*), Lily Omron (*Oboe*), Patrick Ford (*Trumpet*), Amy Wang (*Flute*), Norrie Riedy (*Flute*), Michael Wang (*Clarinet*), Cami Mejia (*Clarinet*), Miriam Hakim (*Eb Clarinet*)

An Isolated Archipelago Far East of Teyvat

Overcome endless thunderstorms and set foot on the islands of red maple and cherry blossoms. On winding shores and towering cliffs, and in forests and mountains full of secrets, witness the Eternity pursued by Her Excellency, the Almighty Narukami Gosho.

In the far east of Teyvat lies the island nation of Inazuma: gorgeous, mystical, and completely isolated from the rest of the world by its reclusive god of lightning, the Raiden Shogun. The original soundtracks, composed by Yu-Peng Chen, are a stunning synthesis of Western symphonic instruments and traditional Japanese instruments, including the shakuhachi, koto, shamisen, and taiko drums. For this performance, we have the unique honor of featuring both a solo koto and taiko drums in our ensemble. This arrangement takes us through the capital of Inazuma, starting from the sakura-covered hills of Hanamizaka to the elegant streets of Tenryou, then to the imposing imperial residence of Tenshukaku, and finally ending with a concert-only arrangement of the main theme.

Sailing

Chrono Cross

Yasunori Nishiki

Arr. Neel Sanghvi

Released in 1999 for the original PlayStation, *Chrono Cross* follows the adventures of teenager Serge, hailing from the quaint fishing village of Arni. One fateful day, contact with the all-powerful Frozen Flame wrenches Serge from his idyllic life, plunging him into a vision of his own demise. Shaken, he returns “home”, only to realize what he saw had truly come to pass. Serge was now in another world that had moved on without him.

Chrono Cross is a tale of losing everything yet choosing to forge a new path forward. Featuring original lyrics, this choir-only adaptation of the new world’s overworld theme seeks to capture Serge’s relentless spirit as he sails across the land. Non-choral sounds evoke the winds and waves that once sent him off and ultimately, welcomed him home. Embark on stories untold as we sail happily across Another World.

*“Hail the horizon.
Lo! She calls us to sail Another World
So I’ll go wherever you go,
wherever the winds may blow*

*I’ll be there to go, go to and fro,
Oh! I’ll follow
When you go, just know,
I’ll be there with you!”*

Final Voyage

Outer Wilds

Andrew Prahlow

Arr. Francesco Berrett

Ft. Ethan Hawkes (*Trumpet*), Jay Rana (*Cello*)

Like all good stories, *Outer Wilds* started as a Master’s thesis, though its public development and poignant writing propelled it to modern-classic status upon release. Over and over again, you voyage out from your quaint town to explore a charmingly intricate solar system. What starts as a picturesque puzzle box evolves into a supernova-sized meditation on love, grief and what it means to be human (or alien).

Much of the game’s outsize emotional impact is due to its soundtrack: composer Andrew Prahlow blends folksy whistling and guitars with eerie deep-space ambience to create a soundscape that’s both deeply nostalgic and strikingly unfamiliar. This fully orchestrated version of Final Voyage draws on the sweeping texture of Ravel’s *Daphnis et Chloé* and the cosmic gravity of Mahler’s *Symphony No. 2*. One last song at the end of the universe.

Elysium, in the Blue Sky

Xenoblade Chronicles 2

Arr. Brooke Guo

Brooke Guo, Michael Wang, Lixin Zheng, Amy Wang, Andrew Guo

Elysium, in the Blue Sky from *Xenoblade Chronicles 2* appears in the game's opening cutscene, as Rex recounts the legend of a paradise said to exist high above the Cloud Sea, a place where humanity once lived alongside its creator in peace. Players are introduced to a world sustained by Titans that are slowly dying, where the promise of Elysium endures as one of the last hopes for a better future. This moment presents Elysium not as a certainty, but as a story shaped by longing and faith, setting the foundation for the journey ahead. As the narrative unfolds, the truth behind that dream begins to shift, forcing both the characters and the audience to question what Elysium really is and what it means to keep moving forward in a world that may never reach it. Please enjoy Elysium, in the Blue Sky.

Cogwork Dancers

Hollow Knight: Silksong

Christopher Larkin

Arr. Robert Morris, Braidon Saelens

Ft. Angus Pulkka (*French Horn*), Spencer Jenkins (*Piano*), Jay Rana (*Cello*)

In the hit indie game *Hollow Knight: Silksong* (which broke Steam when it released), Hornet travels through the broken land of Pharloom in order to confront the forces that brought her there. She eventually arrives at the Citadel, a once gilded city inhabited by pious pilgrim bugs. As she begins to traverse this labyrinthian city, something feels off, with empty chambers that seem to whisper about the past. Eventually, she finds a room full of machinery. An ominous ticking begins as two robot automatons begin to gracefully spring to life, moving in tandem. The Cogwork Dancers invite you to gaze into the Citadel's haunted past. But only if you can conquer their whirling ballet.



Márton Csikos

Live Gloriously

Civilization VII

Christopher Tin

Arr. Neel Sanghvi, Robert Morris, Ciara Donegan, Zander Barrow

Ft. Oscar Krug (*Oboe*), Sophia Abed (*Flute*)

Kleos. Lof. Mahuizotl. महिमा. These are all words for renown, magnificence -- *glory*, serving as the central theme of the newest, seventh installment of the *Civilization* franchise. This theme brilliantly weaves together words from the Greek *Iliad*, Anglo-Saxon *Beowulf*, Mayan *Popol Vuh*, and Indian *Ramayana* into one resounding work of art. Though these legendary texts span centuries of sapience, strife, and survival, their stories harmonize with inspiring lessons and lore. And through it all, one brilliant motif rings true. A tune as old as time, etched in the annals of history: *if you live gloriously, you live forever.*



Logan Swaisgood

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jesse@jtechav.com

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The Keeley Family	William Jackson
The Kleinman Family	Michael Lum
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The Memorial Chapel

The UMD Student

Government Association

Antonino d'Urzo

and finally...

YOU!



Thank you!

20 years ago, founder Michelle Eng got a small group of musicians together, becoming the first collegiate ensemble devoted to exclusively performing video game music. We continue to host concerts every semester with pieces arranged by members and alumni of the GSO. The GSO now consists of 150 incredible members across our orchestra and choir, as well as hundreds of alumni all across the world. Thank you so much for 20 years of fun, music, and memories. None of this would be possible without your support.



Art by Amy Wang