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About Us:

The Baltimore Gamer Symphony Orchestra & Choir was founded by Kira Levitzky in 2013 shortly after she graduated from the University of Maryland, College Park, after a tenure in the UMD Gamer Symphony Orchestra. The BGSO performs orchestral arrangements of video game music for the enjoyment of the greater Baltimore community.

In addition to our performances, we aim to provide various musical learning opportunities when possible. We have worked alongside Baltimore City Schools, Gamescape at Artscape, the Maryland Zoo in Baltimore, and Freefall Baltimore, among others, to provide musical enrichment programs such as instrument petting zoos and more.

We do not require any auditions for entry into the ensemble.

All musical skill levels and backgrounds are welcomed, and

experience with video games is not required to join.

Regardless of what our members are able to provide us when they join, we hope to push everyone to be the best they can so that they may discover their full potential as musicians.

Musical Leadership of the BGSO:

Executive Director: Kira Levitzky
Orchestra Coordinator: Cheryl Carr
Music Director / Conductor: Tad Howley
Choir Director: Ethan Hart

Repertoire Committee Chair: Jacob Deaven
Media Committee Chair: Carrie Wood
Financial / Fundraising Committee Chair: Tara Jade Howley
Outreach Committee Chair: Rob Glass

