About Sharon Grünwald, VA
www.myhumanvoice.com

“Daughter of theater and granddaughter of Vaudeville”
“A little lisp has its home with me, Sharon G”

NowVoiceThis9! Semi-Finalist, 2022
AudioVerse Award Nominee, 2020, 2021, 2022

Showcase pieces:
The Strip! Case of the Cursed Cruise
Black Widow and Hawkeye: Secret Ops
The Shadow S2E7: Heartbeat of Death
Guilds of Ravnica: Testing the Dark Waters
Tales of Arillion #3: Lydus’ Moral Dilemma

I am a big fan of the Golden Age of Radio (1920s-1950s). One of the great, freeing things about voice acting is that you're not locked into your physical attributes. It's all about your acting talent and your skill in manipulating your voice.

One of my role models is actress Virginia Gregg, who could voice any character from young to old, high society to scullery cook, innocent to femme fatale, and everything in between including a wide array of accents. Although she never held an iconic lead role, as a character actress she was in high demand and was never out of work.

Although my VA "journey" began in 2017, my background in performance is genetic. A grandchild of Vaudevillians and daughter of touring theatre has imbued me with a love of acting which began during my very first taste of the stage when I was five years old. Since then, I have experienced the world of performance in grade school, high school, and college productions as well as community theatre. I played leads in productions of The Foreigner, Who Murdered Marsha, and No More Homework; and was among the support/ensemble casts for Amadeus, Fiddler on the Roof, Joseph & the Amazing Technicolor Dreamcoat, and Fortinbras.

I enjoyed two professional film jobs on the Children's Television Workshop program "Mathnet" as an extra in the episodes "The Case of the Un-Natural" (S4E1) and "The Calpurnian Kugel Caper" (S4E3).

As a voice actress, I have performed in audio/motion comics, machinimas, and audio dramas; and I have narrated books and audio dramas. My voice has been used in the videogame “Gnollhack” and in gaming mods for the popular video game "Fallout." In the corporate environment, I have provided narration for e-learning modules in human resources. A sampling of some of my favorite projects are linked at the top of this page.

FIND ME:
CastingCall.Club
IMDb
YouTube
SoundCloud