

## **Glenn Workman – Class of 1975**

### **Musician**

As a musician in the Baltimore/DC area since 1975, Glenn played piano and B3 organ and avoided the synthesizer technology of the day. He bought a Kurzweil K250 and a Macintosh in 1985 and that was the beginning of his continuing spiral into electronic music. He rented the keyboard and computer setup out for \$250 a day (it happened to come with him attached and you had to buy him lunch) and as the technology advanced and improved (and became much more affordable) he was in the proverbial right place at the right time. He worked in a small music store that sold mostly used gear at first, but quickly became a dealer for most of the keyboard and software companies that were booming during the early age of MIDI, including MOTU, DigiDesign, Opcode, Emu Systems, Akai, Dr. T, & Southworth. He started testing software for Southworth by accident, and at the time "beta tester" wasn't really a job description. He was good at finding problems in software and was able to articulate repeatable causes and their result, which helped the programmer fix software that he wanted to use. Very self-serving at first.

What started out as Glenn calling tech support frequently to understand problems he was having with his own keyboard (he could picture them on the other end of the line going "It's that jerk from Maryland calling again") he ended up talking to an engineer at Kurzweil pointing out problems that the engineer was either not understanding or able to work around. After about 20 minutes on the phone, the engineer was apparently stunned at Glenn's ability to find so many bugs (he thought most were user errors on his part) and asked him if he'd like to work for them. Glenn started testing software and hardware improvements to their keyboards, and started being asked by other companies to do the same. This continues to this day and so far he has tested and consulted on software and hardware product design features with Oberheim, Kurzweil, MOTU, DigiDesign, Opcode, Ensoniq, Kawai, Lexicon, and Yamaha. He learned programming in Basic, Assembly, HyperMIDI, C, and C++ and became an Apple Developer for Mac software.

Glenn was doing private instruction and holding large seminars for customers on MIDI, sequencing, sampling, synthesis, and computers on a regular basis. He then struck out on his own, retaining his dealerships with the software and keyboard companies he'd liked to work with. This allowed Glenn more time to help the many home studio owners that were popping up. He was doing phone support for software and music companies from his house, and was recommended to touring groups to do onsite trouble shooting and system design and setup. This led to some dream gigs for him, including working for the Rolling Stones as a keyboard tech for their 1994 Voodoo Lounge tour, and for Stevie Wonder in 2000, as well as many others.

All through this, he has maintained a live performance schedule with some of the finest musicians and greatest people you could ever hope to know. It has taken him from E. Jay Bugs in Fells Point and the Marble Bar in Baltimore, to the Bitter End in NYC, The Meyerhoff Symphony Hall in Baltimore, The Kennedy Center in DC, Carnegie Hall in Pittsburgh, The Universal Amphitheater in Los Angeles, and pretty much everywhere in between. He has had the great pleasure of being a long time member in the following bands: Crack The Sky, Carey Ziegler's Expensive Hobby, The Crew, The Heat & The Cold Sweat Horns, The Suits, Lucifer, Off The Wall, and Spring Wind. He also plays on occasion with: Naked Blue, Tony Berry & New Money, Howard Markman, disappear fear, Patty Reese, and Milkshake.

