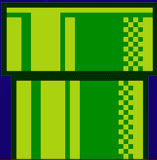


St. Louis Video Game Music Orchestra

# STL VGMO



 Our first-ever  
performance  
& featuring an  
all-Mario program!

**SUN OCT 5TH • 7:00PM**  
**WEBSTER GROVES HIGH SCHOOL**

100 SELMA AVE • WEBSTER GROVES, MO

# Concert Program

**Mario Galaxy Medley**

**Mahito Yokota/Koji Kondo  
arr. Adam Burton**

**Fossil Falls**

**Naoto Kubo/Shiho Fujii/  
Koji Kondo**

**Peaches**

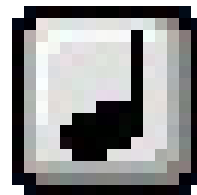
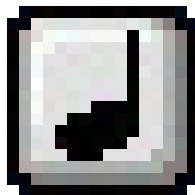
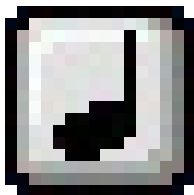
**Jack Black  
arr. Antonio Gallegos**

**Mario Suite for Orchestra**

**Koji Kondo  
arr. Hai Mai**

**Jump Up, Super Star!**

**Aimi Mukohara/Naoto Kubo/  
Noboyoshi Suzuki  
arr. McKay Fife**





# Ensemble Personnel

**Andrew Pulliam, Conductor**  
**Jovi Vongnaraj, Executive Director**

## **Violin**

Nick Rosario  
Jonathan Lin  
Amanda Titus  
Nathan Hart  
Calvin Heend

## **Cello**

Naomi Urnes

## **Double Bass**

David Ackerman  
Basil Hand

## **Flute/Piccolo**

Emily Zuber  
Madeline Moylan  
Levi Bennett

## **Oboe**

Jovi Vongnaraj

## **Clarinet**

Meghan Yankowskas  
Jack Kissinger  
Pete Eppestine

## **Bassoon**

Joseph Hendricks  
Adam Burton

## **Alto Saxophone**

Jack Kissinger

## **Tenor Saxophone**

Levi Bennett  
Shane Wolz

## **Horn**

Kris Pineda  
Mike Pekarek  
Matthew Alton  
Nathan Stricker

## **Trumpet**

Dylan Wilson  
Mathew Sampson  
Andy Min  
Eric Winkelman

## **Trombone**

Matt Hoormann  
Kurt Silver

## **Bass Trombone**

Aiden Jay

## **Tuba**

Noah Mabb

## **Percussion**

Alex Hornsey  
Matthew Clark

## **Electric Bass**

Adam Burton

## **Keyboard**

Brayden Bessette  
Becca Bessette

# About STLVGMO

The St. Louis Video Game Music Orchestra (STLVGMO) was founded in May 2025 by Jovi Vongnaraj with a simple but powerful idea: to create something fresh and exciting for both musicians and audiences in St. Louis. After years of playing in traditional ensembles, Jovi realized that most orchestras tend to focus on the standard classical repertoire. While timeless, those programs often left little room for new and unique musical experiences.

That's where STLVGMO comes in! We're an orchestra dedicated entirely to performing video game soundtracks — music that is not only brilliantly composed, but also deeply connected to the stories, characters, and emotions that have shaped generations of gamers. We believe video game music deserves the same spotlight as film scores and symphonies — it's powerful, emotional, and worthy of being shared with the community.

At its heart, the orchestra is a community-based group. We want this to be more than just concerts — we want it to be something that St. Louis can feel proud of and support as it grows. Whether you're a lifelong gamer, a lover of orchestral music, or just curious to hear something new, we invite you to join us on this journey. Together, we'll show that the soundtrack of gaming is more than just background music!

## Special Thanks

- Webster Groves High School for hosting our rehearsals and this concert
- Theater Director Todd Shaffer for providing concert-day technical support
- The wonderful WGHS music students who are supplementing our string section
- Jude Kaufman for creating our logos - follow them at @tamberwolf on Instagram!
- ...and you, dear audience member, for making our first performance a success!

## Let's keep in touch!



St. Louis Video Game Music Orchestra



@stlvgmo



www.stlvgmo.com