**DUKE 1-LEGG**

**DOB: 12-30-1968 AGENCY**

**Height: 5’ 7” 10233 Mission Gorge Rd Apt# B108**

**Weight: 235 lbs. Santee, Ca 92071**

**Hair: Black 619-208-6536**

**Eyes: Dark Brown Email:dukecomedy1@yahoo.com**

**Theater** Charles (The Wrestler) Coronado Playhouse Theater

**Movie** Charles (Army Sergeant) Cricket-j Films-“Phantom”

**Strategic Operations** Amputee Casualty Role Player/Actor

**Stand-Up Comedy** Comedy Store, 8433 Sunset Strip, Hollywood, Ca

 The Ice House Comedy Night Club, 24 N. Mentor Pasadena Ca

 The J-Spot Comedy Club, 5581 W. Manchester Ave, LA, Ca

 Flappers Comedy Club 102 E. Magnolia Street, Burbank, Ca

 Pechanga Resort Casino 45000 Pechanga Parkway, Temecula, Ca

 Ha Ha Comedy Club 5010 Universal City, Ca

 Comedy Palace 8878 Clairemont Mesa Blvd Ste B, San Diego, Ca

 Chocolate Sundaes The Laugh Factory 8001 Sunset Blvd Hollywood, Ca

 Also performing throughout Southern, Northern California, Las

 Vegas & @ various Comedy Clubs, Nite Clubs, Sports Bars & Café’s

 in the United States

**Special Skills** (Right below the knee amputee & left toes amputee) Protools, Electric

 Music Studio Operation, Computer Music Recording Arts, Digital

 Audio Postproduction, Football, Basketball, Weightlifting, Class B

 Truck Driver

**Training** Spike Sorrentino San Diego City College, Acting for film & TV. Practice

 & Performing Comedy, Drama, Sitcoms & Soaps, Cold Readings before

 cameras. Characters for Commercials & Industrial Video. Audition/

 Interview Techniques. Development ok skills in- group work.

 Negotiation of group relationship, space, Blocking to camera

 June E Richards San Diego City College, Beginning Acting & Voice for

 Beginning Actors, Cold Reading, Improvisation, Stage Techniques,

 Assess the physical & emotional aspects of speech. Use the voices as a

 Means of communicating ideas & feelings, Define & Illustrate the

 Differences among projections, articulation, Pronunciation, Enunciation

 Connie Terwilliger San Diego City College, Voice over Acting for Radio

 TV, Multimedia, Breathing, Articulation, Infection, Voicing for

 Commercial, Straight Real Person, Multi-Voice, Characters Cartoons,

 Radio Plays, Narration & Industrial