

CLIENT ENDORSEMENTS

Rodney Gates, Audio Director, Sony Online Entertainment (PlanetSide 2):

"Jeff Broadbent is an excellent, accomplished composer whose talent helped breathe life into PlanetSide 2. Throughout our process of finding the sound for three very-- different factions' music within the game, he nimbly delivered rapid iterations of various themes and musical styles with ease. His MIDI--orchestrated mockups sound fantastic, enabling him to create great music quickly on the computer, rivaled only by his expertise and problem--solving skills in the live orchestral recording arena, as we were able to do for PlanetSide 2. Jeff is detail--oriented, methodical, and brimming with passion for this work, which makes him an absolute joy to work with. I highly recommend Jeff's work as composer and look forward to working with him again!"

Stefan Randelshofer, Audio Director, Ubisoft Blue Byte (Champions Of Anteria):

"I'm very happy that I had the chance to work together with Jeff on Ubisoft's "Champions of Anteria". He is a very skilled composer who gets straight to the point, and after a rather quick introduction about the mood of the game, he prepared the tracks spot on. Jeff was more than capable to cope with the complex music-system (almost 25 stems per music track) and did an awesome job of setting it up. I barely ever needed to ask for reworks or adjustments - after a few iterations of the first track, working together felt like coasting. He did not miss one deadline; he's reliable, talented and open-minded towards new technical approaches... and most importantly, he's a very nice guy!"

Caleb Epps, Audio Director, Electronic Arts (Dawngate):

"I've been working with Jeff over the past year to concept and compose the score for Dawngate. Throughout the process, Jeff has far exceeded my expectations. He turns work around with remarkable speed, and always delivers work of the utmost quality. His skill with virtual instruments is top--tier as well. I would gladly recommend Jeff to anyone looking for a composer. I'm really very proud of the score for Dawngate, and its quality has been something that sets it apart within the genre. That quality is due to Jeff's skill, professionalism, and dedication to his craft."

Alex Riviere, Audio Director, CCP Games (EVE: Gunjack):

"I had the pleasure to work with Jeff on "Eve: Gunjack", virtual reality mobile shooter. While Jeff can compose a wide variety of musical style, he also somehow has his own signature. Jeff has a very eclectic yet unique musical style. He is dedicated to his work, creative, serious, always delivers on time, open to discussion & feedbacks, and most importantly: he is a great composer. I recommend Jeff to anybody looking for beautiful music!"

Louis Lamarche, Creative Director, Warner Bros. Montreal (Lego Legends of Chima Online):

"I've spent a lot of time listening to all the minutes you have recorded since the beginning of the project and I want you to know that we could not have chosen a better person than you! The music is so engaging, it drives the right emotion and it is just perfect for CHIMA. Every time I play the game, one of the track stick and it goes for hours! We have had more than 4 playtest sessions since we started implementing the tracks and every time we have had awesome feedback and comments on the music. I couldn't agree more! Everyone loves it and so does the whole team! I just want you to know that I

really love the work you did and that I hope we will have other opportunities to work together. Thank you a million times Jeff! You really nailed it."

Andy Gibson, Audio Director, Bigpoint (Drakensang Online):

"For the new Rise of Balor expansion for Drakensang Online, we had to populate 16 new maps with new creatures, quests and exciting content, including new audio and a new soundtrack. Jeff was the first choice as a composer, as I'd worked with him prior to this and I'm a big fan of his work. He has a wealth of knowledge and experience when it comes to composing interactive music in layers, with stingers and dynamic tempo changes. I think the music in the expansion is the best in the game so far and really helps the narrative and excitement of the game."

Sam Yang, Audio Director, Tencent (Age Of The Gunslinger):

"Over the past year, Jeff has composed much world-class music for our games. Thanks to his outstanding composing skills, the music composed for Age Of The Gunslinger fuses modern electronic music and traditional music, adding to the allure of the game and highlighting its theme. It definitely has exceeded our expectations, and is a valuable contribution to the project. Additionally, Jeff easily understood our requirements despite language differences in communication, making cooperation pleasant and effortless. The success of this soundtrack is largely attributed to Jeff's techniques and professional attitude, which will pave the way for our long-term cooperation."

Sergei Titarenko, Producer, Ubisoft Shanghai (I Am Alive):

"Jeff is an amazing composer and a pleasure to work with. He produced a stunning product for us with very few iterations. Jeff's music composition for I Am Alive captured the essence of atmosphere and emotion of the game. The music is totally matching the creative direction, and it's the first time when the writing of the whole audio score of my game went so smooth and so fast. I recommend Jeff highly!"

Rick Jackson, Audio Director, High Moon Studios (Transformers: Dark of the Moon):

"Jeff did a great job for us. His music captured the orchestral sound of the movie, yet highlighted the combat and themes of our game perfectly. Very fast turnaround and always more than willing to make any requested changes, Jeff was a pleasure to work with and we are very happy with the finished product."