

CLIENT ENDORSEMENTS

for Jeff Broadbent

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!"

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."

Zhang Lei, Audio Director, Ubisoft Shanghai (I Am Alive, EndWar Online):

"Jeff is a great composer to work with for game projects, he is efficient in composition, motivated in creativity, active in communication and listening, and self--regulated on deliverables. I have finished one XBLA project with Jeff, and am working on another project now -- it's a pleasure to work with him!"

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."

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."

Daran Nadra, Audio Director, Warner Bros. Montreal (Lego Legends of Chima Online):

"It was a great pleasure to work with Jeff on Lego: Legends of Chima Online. Jeff is a quality composer and he understands directions quickly. I would recommend Jeff for anyone looking to add quality music to their game."

Xavier Marot, Producer, Magic Pockets (Teenage Mutant Ninja Turtles):

"It was a real pleasure to work with Jeff on TMNT. His music skills are great and he's also really efficient. In the end, the game music was top quality and perfectly matched the spirit of the show. What else could we ask for?"

Denis Rozaj, Co-founder and COO, Zootfly (The Expendables 2):

"Jeff's score for the Expendables 2 game was an excellent fit for the project. His music did a great job in representing the hard--hitting action and excitement of the game. The heroic themes, intense orchestration, and driving emotion matched and even enriched our creative vision. His efficient turnaround time contributed to a smooth working process. Jeff is great to work with and I'll definitively invite him to compose a music score for our next project!"

Tim van Geel, Producer, ISOTX (March of War):

"Composing for our new project, March of War, with six factions that each needed a distinctive theme, was a great challenge for any composer. Jeff did a great job on this, from Latin guitar to Japanese Okedo drums, from a Soviet male choir to American hard rock, he nailed each style. By sending regular samples, we could get the theme quickly and efficiently for each faction. I look forward to working with him again for our future projects!"

Robert Baduini, Producer, Firebrand Games (Hot Wheels: Track Attack):

"Jeff is very good at his craft, creating unique sounds for whatever is thrown his way. We

tasked Jeff to create music tracks for our game representing the feel of very different environments or locales. He handled this with ease, and our comfort grew to put Jeff in direct contact with the publisher for feedback interaction. The feedback was minimal as the publisher was pleased with Jeff's first submissions. I recall the publisher being excited each time receiving new tracks, comparing to a child receiving a new toy. "