

# CLIENT ENDORSEMENTS

***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."

***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!"

***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 play-test 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."

***KEVIN PATZELT, AUDIO DIRECTOR, UNDEAD LABS (Moonrise):***

"Our latest game, Moonrise, had a vast and varied world that featured many different types of environments and cultures. Jeff was part of a 3-person composing team that tackled the world's musical components. For his portion of the soundtrack, I was looking for a unique combination of styles that was lighthearted enough to match our art style yet carried a weight and energy that could keep the musical palette of the game engaging for a long period of time. I found what I needed in Jeff and he didn't fail to deliver. Jeff's music helped bring the world of Moonrise to life."