

Jeff Broadbent

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Jeff Broadbent is a composer whose passion for music has been heard around the world in numerous video games, films, television programs, and trailers. His music has received both critical and commercial success, underscoring a British Academy Award and multiple Hollywood Music In Media Award-winning projects grossing billions of dollars worldwide.

Jeff's compositions range from impactful sonic aggression to stirring and sublime emotion. His music features a rich stylistic blend of lush orchestrations, modern sound-design manipulations, cutting-edge electronics, modern guitars, and emotional solo instruments. By creative vision and technical prowess his scores connect the audience with the mediums of film, television, and video games, through cinematic scoring fused with sonic artistry.

Broadbent's repertoire includes scores composed for some of the world's biggest video game franchises including ASSASSIN'S CREED, CALL OF DUTY, DIABLO, RESIDENT EVIL, FINAL FANTASY, CIVILIZATION, LEAGUE OF LEGENDS WILD RIFT, APEX LEGENDS, AVATAR, TRANSFORMERS, MARVEL, MONSTER HUNTER, MAGIC THE GATHERING, PLAYERUNKNOWN'S BATTLEGROUNDS, LEGO, and PLANETSIDE 2.

Jeff composed music for CALL OF DUTY MOBILE, working with Tencent and Activision, which became the largest mobile game launch in history. The main theme was recorded by the Northwest Sinfonia, and the score was a finalist in the Hollywood Music In Media Awards, in addition to winning multiple Google Play awards.

Broadbent composed original music for HONOR OF KINGS, a multiplayer online battle arena video game developed by Tencent, which quickly became one of the most popular mobile video games in the world. His music for the game won a Game Audio Network Guild Award, awarded at the Game Developer's Conference in San Francisco. Jeff also conducted an orchestra and choir concert opener for the King Pro League tournament of the game to a sold-out audience of 10,000 in Shanghai China.

RESIDENT EVIL RESISTANCE and RESIDENT EVIL RE: VERSE, developed by Capcom and Neobards, both feature scores composed by Jeff. Broadbent added his sonic signature to these entries in the world-famous horror video game franchise.

Jeff has worked closely with NEXON, a leading video game developer in Korea, composing music for some of their most popular video games including the MMO game HEROES OF INCREDIBLE TALES with orchestra recorded by the Budapest Scoring Symphony, and THE FIRST DESCENDANT, an action-packed online shooter game.

Jeff's musical diversity is evident in Sony Online's PLANETSIDE 2, in which he fused elements of orchestra, rock, and electronic genres, winning him a Hollywood Music In Media Award for Best Video Game Score and a Global Music Award of Merit. Jeff's ambient sound-design inspired score for Ubisoft's I AM ALIVE resulted in rave press reviews, an Outstanding Production Winner Award (Game Music Online), and an additional Hollywood Music In Media Award nomination. Jeff was

commissioned to create a new main theme for Ubisoft's ASSASSIN'S CREED IDENTITY, which resulted in a Hollywood Music In Media award.

Broadbent's adrenaline-fueled action music has been heard in blockbuster movie video games such as AVATAR - PANDORA RISING and TRANSFORMERS: DARK OF THE MOON (Soundtrack Geek Awards - Best Video Game Score Nomination). He has composed rich and emotional orchestral scores for leading fantasy video games including DRAKENSANG ONLINE (Global Music Award - Best of Show), Ubisoft's CHAMPIONS OF ANTERIA (official finalist in Jerry Goldsmith Awards), and MAGIC LEGENDS (based on the renowned Magic the Gathering universe).

Jeff's versatility with modern electronic music production was realized in the score for GRID, a 2019 re-boot of the critically-acclaimed racing video game series. Broadbent drew upon his love for sonic manipulation and creativity while composing this vibrant score, which features synthesizers, guitars, sonic manipulation, and extensive processing.

Jeff's music has been featured in major film trailers including JACK RYAN: SHADOW RECRUIT, X-MEN: DAYS OF FUTURE PAST, and THE LAZARUS EFFECT. These emotionally intense soundtracks blend modern sonic design and artistic sensibilities to create deeply unique experiences. Broadbent's music has been featured in prime-time television shows and specials including THE CURSE OF OAK ISLAND and MARVEL: ASSEMBLING A UNIVERSE, as well as promos for leading television series including MARVEL: AGENTS OF SHIELD, NCIS, HAWAII FIVE-O, ELEMENTARY, SCORPION, and BLUE BLOODS.

Jeff's music has been used in music videos and commercials featuring Grammy- nominated artists Fabolous and T.I., the trailer for Grammy-winning artist Sean "P. Diddy" Comb's film "Can't Stop Won't Stop", as well as advertising for Jaguar, Nvidia, and Volkswagen. His music has been heard by millions of listeners around the globe.

Jeff has won seven Hollywood Music In Media Awards, three Game Audio Network Guild Awards, nine Global Music Awards, a Telly Award, two ASCAP Plus Awards, and has been a finalist for the NAVGTR, Game Music Online, Radio Rivendell, and Soundtrack Geek awards. He is also a voting member of The Recording Academy (Grammy Awards).

Broadbent has recorded music with orchestras and musicians in Los Angeles, Seattle, Salt Lake City, Prague, Budapest, and Shanghai. Jeff holds a master's degree in music composition, in addition to studying film and video game scoring at UCLA under such luminaries as Robert Drasnin (Gunsmoke, The Twilight Zone) and Thom Sharp (Aladdin, The Little Mermaid). As a guest conductor for the hit video game concert team Video Games Live, Jeff performed with orchestra, choir, and soloists in a sold-out venue at the Shanghai Oriental Sports Center. He is a multi-instrumentalist that plays piano, guitar, guitarviol, drums, bass, saxophone, world percussion, synthesizer programming, modern musical sound design, and more.