

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!"

Vivian Shi, Audio Manager, NetEase (Heroes Of Kingdoms):

"Jeff is a excellent composer, talented at catching the core thought of requirement and always makes amazing music. He is also a reliable and efficienct work partner. His music has the oriental feelings and western epic orchestra at the same time, and brings people back to those stories of Heroes of Kingdoms. Our gameplayers said that Jeff makes the music have a soul!"

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!"

Sam Yang, Audio Director, Tencent:

"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."

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."

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 definitely invite him to compose a music score for our next project!"