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C O M P O S E R

Mike Raznick is a prolific, multi award-winning composer, audio director, and speaker. He has dedicated much of his life to the pursuit of music and sonic exploration, performance and instrumental proficiency with the goal of delivering dramatic and impactful audio experiences for media. Mike's work is featured on hundreds of games, trailers, films and television productions throughout the entertainment landscape. An alumni of UCSC, CalArts and NYU, Mike was awarded a fellowship through the Sundance Institute for the Sundance Composers Lab and his breakout score for the indie game SPATE features live string quintet performances, a 50-piece string orchestra as well as renowned soloists.

Recent credits include: AWAY: The Survival Series, Clash of Clans, Osiris: New Dawn, The Waylanders, Ratchet and Clank PS4, Oddworld: New 'n' Tasty!, Grimm Odds, Ratchet and Clank: Into the Nexus, Firefall, Alien Rage, Kings Road, The Adventures of Fancy Pants, The Princess and the Frog, Penguins of Madagascar, Tekken, as well as blockbuster marketing campaigns including Black Widow, F9, Blade Runner, Mad Max: Fury Road, Call of Duty, Transformers, Iron Man and many more.



Mike was awarded a fellowship through the Sundance Institute for the 2012 Composers Lab and his indie breakout score for SPATE garnered multiple award nominations.

Mike's stylistically diverse body of work includes award-winning feature length and short films, as well as music contributions on over a dozen television series. Published reviews have called his music "haunting", "chilling", "one of the best I've ever heard", "downright catchy", "damn enjoyable", "awfully good", "lovely", "great", "beautiful" and "stunning".

An accomplished musician, Mike has performed throughout the United States and internationally with diverse vocal and instrumental ensembles. Highlights include performances at the Super Bowl, Hollywood Bowl, and Davies Symphony Hall. Mike began training in music at age 6, studying piano and singing with the acclaimed San Francisco Boys Chorus, San Francisco Symphony Chorus and San Francisco Opera Company. Born and raised in San Francisco, he is a descendent of violin virtuoso Jascha Heifetz.

P U B L I C I T Y

VGM ONLINE: SPATE Original Videogame Score
(www.vgmonline.net/spate/)

SUMTHING: Insider Blog
(www.sumthing.com/blog/review-mike-raznicks-spate-soundtrack/)

Composer Mike Raznick and 'Spate' on Top Score
(podbay.fm/show/434473316/e/1398920460?autostart=1)

The Haunting String Quartets of SPATE
(<http://www.vgmonline.net/mikeraznickinterview/>)

PixlBit Interview
(<http://tinyurl.com/l387555>)

REEL MUSIC: SPATE review by Alan Rogers
(<https://reelmusic.wordpress.com/2014/04/11/spate-mike-raznick/>)

SOUNDTRACK GEEK Review
(<http://www.soundtrackgeek.com/v2/soundtrack-review-spate/>)

BLOODY DISGUSTING: Snag the Soundtrack to the Super Surreal 'Spate'
(<http://bloody-disgusting.com/news/3290237/snag-the-soundtrack-to-the-super-surreal-spate/>)

PUSH START PLAY: Game Review
(<http://www.push-start.co.uk/game-review/game-review-spate-pc/>)

T E S T I M O N I A L S / R E V I E W S

As usual, fantastic work! You're a wizard of the sound, a poet of the harmony... we just love it!

- **Laurent Bernier** (*Creative Director/Breaking Walls, Ubisoft*)

"Between truly custom assets, fast turnaround in production time and amazing quality, working with Mike has allowed us to obtain all these... all surrounded in an amazing attitude towards the job. Can't recommend him enough!"

- **Ismael Barbeito** (*Lead Engineer/The Waylanders*)

"Meanwhile, the game's soundtrack, created by composer Mike Raznick, does a great job of setting the mood and amping up the tension when needed."

- **wccfttech Review** (2021) on *AWAY: The Survival Series*

"Similar to a great BBC documentary, the score perfectly captures the premise of the game. Seamlessly shifting from emotional, heartfelt melodies to tense, anxiety-ridden arrangements, the soundscapes in *AWAY: The Survival Series* are a highlight of the game."

- **CogConnected Review** (2021) on *AWAY: The Survival Series*

"The world of *AWAY* feels alive thanks to ... an incredible orchestral score written by award-winning composer and audio director Mike Raznick. The music and soundscape really elevated the story and experience, successfully pulling on the heartstrings at times. I often forgot that *AWAY* was made by a small indie team, which is a testament to the level of work that's gone into the beautiful world and soundscape. "

"Backed by ... an excellent score, *AWAY* provides a compelling world for players to explore that's both entertaining and educational, and its narrative about a small creature saving its family truly tugs at the heartstrings. "

- **WellPlayed Review** (2021) on *AWAY: The Survival Series*

"The soundtrack created for *AWAY* evokes a feeling much like the documentaries off which the series is based, with an impressive orchestral score that ranges from soft and emotive to fast-paced and tense."

- **QUALBERT (AU) Review** (2021) on *AWAY: The Survival Series*

"Spate has heavy themes set in a classic platforming game. So, what does this sound like? That's the question I brought to composer Mike Raznick. He quickly came up with the wonderful idea to have the music evolve along with the games storyline. But this meant Mike had to go above and beyond in understanding the game. He had to know the story, the emotion, the environment, and the history of Spate. He did so with gusto!

Mike has been composer, writer, designer, tester, and friend. In the creative world, you will occasionally come across something "special". When a mix of passion, talent, luck, skill, and more passion collides. That's what I believe this soundtrack to be. Special. Much like the game, the soundtrack is a journey. One that I believe people will want to take time and time again.

- **Eric Provan** (Game Developer/Artist: *SPATE*, *Jim Henson*, *Disney* and *Sony*)

"An aspect of the game which is rightly focused on is the art style both visually and musically...the music from this game is eerily wonderful...the music creates an atmosphere which again brings to life the emotion and pain that the lead character is experiencing. Award winning composer Mike Raznick has done a terrific job with the music and no matter what your taste in music is, the score is enjoyable and suits the game perfectly."

- **Push Start Play Review** (2014) on *SPATE*

"When I first heard Mike Raznick's music to Spate, I was extremely impressed by three things: how evocative and haunting the tone was, how unique and original Mike's approach was, and also how effective using a live string quintet sound was for a game. The music had such a fresh, distinctive and different tone that I selected one of Mike Raznick's cues from Spate to showcase at my lecture at the Game Developers Conference '13. It was the perfect example for an effective and creative approach for scoring indie games. With the addition of haunting female vocals, an electric cello and custom built synthesizers, Mike has created a sound that is sure to make a splash within the gaming industry. Mike is a bright talent and a wonderful collaborator."

- **Penka Kouneva**, Composer (*Prince of Persia:Forgotten Sands, Transformers*)

"Spate is a small optical, musical and historical masterpiece..."

- **Indiecrowd Review** (2014) on SPATE

"...the soundtrack is bold and absolutely fitting..."

- **Gizorama Review** (2014) on SPATE

From the dark cello work by Martin Tillman and violin/viola by Lisa Liu to the haunting voice of Holly Sedillos, this score has got me spellbound.

- **Soundtrack Geek Review** (2014) on SPATE

"I've worked with Mike on my last two projects, and he is all of my favorite composers rolled into one talented, super-fine, easy-to-work-with man. For my latest feature he composed twelve original songs that very closely matched the temp music without sounding anything like it. Audiences often comment on how taken they are with the soundtrack in certain segments. Communication with Mike is easy and he delivered all the music on time. He is a filmmakers ideal creative partner, and I hope we'll work together on all my future projects."

- **Thea Mercouffer**, Director (*Rock the Boat, Heather and Goliath*)

"My feature film 'Mitsein' is a story of a woman's existential journey. Mike Raznick underscored the journey with simplicity and meaning. It was like he wrote a part of the screenplay that could only be written with music. His score invited 'Chi' to enter my film and awakened it. I wish a Mike Raznick for every filmmaker,"

- **Aparna Malladi** (Award-winning Filmmaker: *Mitsein, Nupur*)

"For every suspenseful moment, silly joke, and dramatic beat you throw at him, Mike will come back at you with a unique piece of music that matches it perfectly. His speed, professionalism, and musical language is top notch. I'd work with him again on any project."

- **Sam Riegel** (*Teenage Mutant Ninja Turtles, ManBear, Riegel and Blatt*)

"The only thing more outstanding than Mike Raznick's professionalism is his talent. When you bring Mike onto your project, you bring a consummate collaborator who won't stop until your vision is realized to the highest level."

- **Eric Kallevig** (*Award-winning Filmmaker: Orion Slave Girls Must Die!!!, IFC: Behind The Scenes*)

"A swooping music score, amazingly life-like incidental sounds, and some fairly decent voice acting round out the adventure, immersing you completely in the experience."

- **Jayisgames.com Review** (2011) on *Dark Parables: Rise of the Snow Queen*

"The soundtrack is lovely, distinct but not distracting, and quite pleasant to listen to on its own - which you'll be able to do eventually, since this is a collector's edition."

- **Gamezebo Review** (2011) on *Dark Parables: Rise of the Snow Queen*

"...the music is awfully good..."

- **Gamezebo Review** (2011) on *Mystery Legends: Beauty and the Beast*

"Chilling Soundtrack..."

- **Gamezebo Review** (2011) on *Campfire Legends: The Last Act*

"The music is just so damn enjoyable. It makes running through levels even better than it already is."

- **IGN Review** (2011) on *The Fancy Pants Adventures*

"...the soundtrack is one of the best I've ever heard out of a downloadable game. Like the visuals, the songs really seem to fit the game, and never pull too much attention from the gameplay. But if you stop playing and really listen, you'll find that the songs are actually rather enjoyable in their own right. Hell, I left the game on while I wrote this review just so I could listen to the songs. They're just downright catchy."

- **Capsule Computers Review** (2011) on *The Fancy Pants Adventures*

"The visual style of the game does a lot for it, as does the sound/music. It adds charm not normally seen in games (even XBLA/PSN ones) these days."

- **ZTGD Review** (2011) on *The Fancy Pants Adventures*

"...the soundtrack is first rate. The in-game music not only mixes up styles frequently, but it's also enjoyable to listen to."

- **GamePro Review** (2011) on *The Fancy Pants Adventures*

"The soundtrack is thankfully pretty damn good... the music is a great fit for the action happening on the screen. It's fast, energetic, and relentless."

- **player affinity Review** (2011) on *The Fancy Pants Adventures*

"All of the staples of a good TeamLava experience are here: cute and cuddly visuals, catchy music, and simple social elements that don't require you to have friends in the game to let you join in the fun."

- **Gamezebo Review** (2011) on *Zoo Story*

"...the music does a great job of crafting a lush, otherworldly audio backdrop."

- **Gamezebo Review** (2011) on *Guardians of Magic: Amanda's Awakening*

"What makes The Exiled Prince stand out beyond just about any other HOG I've played though, is the sheer beauty of the graphics (they're just gorgeous), the music (different music for each scene, and it's pleasant to listen to), and the voice-over acting, which for a HOG is quite good. The game too is dark, with a dark storyline and music and graphics to match."

- **Associated Content from Yahoo! Review** (2011) on *Dark Parables: The Exiled Prince*

"With first-rate production quality, an intriguing story and plenty to see and do, this is a game that should keep hidden object fans happy and hunting for a good long time."

- **Gamezebo Review** (2011) on *Dark Parables: The Exiled Prince*

"The game is remarkable, not only for the purposeful use of hidden object searching, mechanical problem solving as well as a raft of mini-games, but for its intense atmosphere, spooky soundtrack and exquisite graphics."

- **Club Casual Games Blog Review** (2010) on *Campfire Legends: The Babysitter*

"...Jim & Frank gets the more obvious elements right, with bright and colorful backgrounds throughout Tinyville and its nearby outdoor locations, entertainingly childlike voice acting, and a light fantasy-influenced soundtrack."

- **Adventure Gamers Review** (2011) on *The Jim & Frank Mysteries: The Blood River Files*

"...the story, the setting, the artwork and the music has this wonderful ability to draw you in."

- **Jayisgames.com Review** (2010) on *Enlightenus 2: The Timeless Tower*

"Top-notch production values."

- **Gamezebo Review** (2010) on *Enlightenus 2: The Timeless Tower*

"Couple this with a haunting soundtrack and quality voice-acting, and you've got a formula for an outstanding and suspenseful horror-based casual game."

- **Gamezebo Review** (2010) on *Campfire Legends: The Babysitter*

"The hand-painted backgrounds and cutscenes are even more gorgeous this time around, enhanced by a wonderful, haunting soundtrack to set the mood."

- **Jayisgames.com Review** (2010) on *Virtual Villagers 4: The Tree of Life*

"To the ever-present tune of a superb, period-specific soundtrack, you'll help the clan with each of these performances."

- **Gamezebo Review** (2008) on *The Flying Trapezees*

"Little touches like a fast-paced, swashbuckler movie-style soundtrack and stones which tumble one by one down sloped embankments help add charm."

- **Gamezebo Review** (2008) on *Gold Rush: Treasure Hunt*

"But the reality is simply as follows: Occasional rough edge aside, the stunningly rendered and sweeping Southwestern-flavored soundtrack bolstered Westward III promises countless hours of happy adventuring on the open range."

- **Gamezebo Review** (2009) on *Westward 3*

"Solid production values extend to the audio, as well, with great music, sound effects and humorous banter from your hero and townsfolk adding to the atmosphere."

- **Gamezebo Review** (2008) on *Westward 2*

"Beautiful visual scenes and beautiful music..."

"The music complements each scene with a nice mix of nature and industrial sound effects."

- **Gamezebo Review** (2009) on *Eco Match*

"In addition to a thoroughly enjoyable and environment-complementing soundtrack, Delicious is more expressive and enjoyable than ever"

- **Gamezebo Review** (2009) on *Delicious: Emily's Tea Garden*

"And the boats are so pretty, and the steel-drum reggae so relaxing, that it underscores the essence and nature of casual gameplay."

- **Jayisgames.com Review** (2009) on *Youda Marina*

"With a stunning soundtrack, gorgeous artwork, handmade environments, and memorable gameplay, this is an outstanding title."

- **Gamezebo Review** (2009) on *Campfire Legends: The Hookman*

N O T A B L E A W A R D S / P R O J E C T S

HANDMAIDS TALE	Nominated - Song/Score Trailer (2017 HMMA Awards)
INFINITE	Winner: Best Score - Other Media (2016 Reel Music Awards)
INFINITE	Nominated: Contemporary Classical (2016 HMMA Awards)
SPATE	Runner-Up: Outstanding Contribution - Soloist (Martin Tillman (GMO))
SPATE	Runner-Up: Outstanding Achievement - Music Production (GMO)
SPATE	Nominated: Outstanding Contribution - Ensemble (Game Music Online)
SPATE	Nominated: Best Score - Cinematic / Orchestral (Game Music Online) http://www.vgmonline.net/awards2014nominations/
SPATE	Nominated: Best Score - Game & Other (2014 Reel Music Awards)
SUNDANCE INST.	Selected Sundance Institute Composer Fellow 2012
ROCK THE BOAT	Winner: People's Choice Award - 2012 Wild & Scenic Film Fest (Documentary Feature)
MITSEIN	Winner: Best Art Feature - 2009 Eugene Int. Film Festival
RED LETTERS	Winner: Warner Bros Pictures Film Production Award (2005)
COOKING DASH	Winner of 2008 PlayFirst Firsties Award
FRONTIERVILLE	Nominated: Best Audio For An Online Game (2011 GDC Online)
FORGOTTEN LANDS: FIRST COLONY	1 st Runner-Up Best Time Management Game of 2008

SELECT CLIENTS / CREDITS

Theatrical and Video Game Trailers and Promotional TV Spots

Black Widow (Marvel / Disney)	Divergent: Allegiant (Lionsgate)
Fast & Furious 9 (Universal)	Tomorrowland (Walt Disney Studios)
Mosquito Coast (Apple TV+)	Daredevil (Netflix)
Embattled (IFC Films)	Jupiter Ascending (2015)
Horizon Line (SF Studios)	Call of Duty: Advanced Warfare (2014)
6 Underground (Skydance / Netflix)	Call of Duty: Online (2015)
Skull Island (Warner Bros.)	Call of Duty: Blacksmith (2014)
The Marksman (Open Road Films)	Destiny Exp. 1: The Dark Below (2014)
His Dark Materials (HBO)	Heaven Is For Real (2014)
See: Season 1 (Apple TV+)	Dracula Untold (2014)
The Dark Tower (Sony Pictures)	The Strain (2014)
King Arthur: Legend of the Sword	Transformers: Age of Extinction (2014)
Countdown (STX Ent.)	Guardians of the Galaxy (2014)
Game of Thrones: Season 7 (HBO)	As Above, So Below (2014)
Aquaman (Warner Bros.)	Transcendence (2014)
The Magnificent Seven (MGM)	No Good Deed (2014)
Hitman 2 (Warner Bros. Interactive)	Gravity (2013)
Valerian & The City of a Thousand Planets	Resident Evil 5 (2013)
Doctor Strange (Marvel Studios)	After Earth (2013)
Inhumans	Iron Man 3 (Walt Disney Studios)
Don't Breathe (Sony)	Paranoia (2013)
The Americans (FX)	The Bridge (2013)
Mad Max: Fury Road (Warner Bros.)	Star Trek Into Darkness (2013)
Pride Prejudice and Zombies (2016)	The Host (2013)
Blade Runner 2049 (Warner Bros.)	The Call (2013)
15:17 To Paris	Oculus (2013)
Power Rangers	Elysium (2013)
Deadpool 2	Ender's Game (2013)
Logan	Total Recall (2012)
Black Panther	Maze Runner: The Death Cure

Altered Carbon	Breaking In
Only The Brave	Bye Bye Man
The Accountant	The Mountains Between Us
Snow White and the Huntsman (2012)	The Amazing Spiderman (2012)
The Avengers (2012)	Ghost Rider 2: Spirit of Vengeance
Underworld: Awakening (2012)	The Handmaid's Tale (HULU)

F E A T U R E F I L M S

Rock The Boat (Documentary)	Thea Mercouffer	Composer
Mitsein	Aparna Malladi	Composer
Sorority Sister Slaughter	Susan Hippen	Composer

S H O R T F I L M S

Heather and Goliath	Thea Lucia Mercouffer	Composer
Box One Forty-Seven	Christopher Jones	Composer
Human	Francesco Cerniglia	Composer
Conflation	Stephanie Joalland	Sound Design
Ticker Man	Nick Rose	Composer
Orion Slave Girls Must Die	Eric Kallevig	Composer
Guilt of War	Nicolas McEntarfer	Composer
Circumstance	Lena Khan	Composer
Cacerina	Yukio Ogata	Composer
Crosswalk	Inkee Shinn	Composer
Red Letters	Erik Ryerson	Composer, Sound

T E L E V I S I O N

Planet Earth II	BBC	Copyist
LEGO Bionicle: The Journey to One	Netflix	Composer
Hardcore Pawn	Tru TV	Composer - Addtnl
48 Hours Mystery	CBS	Composer - Addtnl
LIFE	Discovery Channel	Composer - Addtnl
Funny or Die Presents: Derek Waters	HBO / Funny or Die Media	Composer - Addtnl
Power, Privilege & Justice	Tru TV	Composer - Addtnl
On Board Air Force One	National Geographic	Composer - Addtnl
The Real World: Brooklyn	MTV	Composer - Addtnl
Crime Scene University	Discovery	Composer - Addtnl
The Investigators	tru TV	Composer - Addtnl
The Wrong Man	Court TV	Composer - Addtnl
Infomercial: Performance Plus	Brian Etting	Lead Composer
Cheyenne	MTV	Composer - Addtnl
The Real World : Key West	MTV	Composer - Addtnl
Murder by the Book	tru TV	Composer - Addtnl
Into the Lion's Den	Discovery	Composer - Addtnl
The Investigators	Court TV	Composer - Addtnl
Inside Grand Central	National Geographic	Composer - Addtnl
Dead Tenants	TLC	Composer - Addtnl
The First 48	A&E	Composer - Addtnl

V I D E O G A M E S

AWAY: Survival Series	Breaking Walls	Composer / Audio Lead
Clash of Clans	Supercell	Composer: Trailer Reveals (2017-2021)
OSIRIS: NEW DAWN	Fenix Fire Entertainment	Composer

PUBG Nations Cup: 2019	PUBG	Composer: Opening Theme
Fantastic Beasts (Harry Potter)	Warner Bros.	Composer
Battle Dawn: Earth Arena	Tacticsoft	Composer / Audio Lead
Grimm Odds / Infinite	Batavian Studios	Composer / Audio Director
Ratchet and Clank: PS4	Insomniac Games / Sony	Composer (Addl)
Vector Tanks 3	International Headquarters	Composer
Civilization	Sid Meier	Composer (Addl)
Oddworld: Abe's Oddyess – New "N" Tasty	Just Add Water	Composer (Addl)
Ratchet and Clank: Into the Nexus	Insomniac Games / Sony	Composer (Addl)
Firefall	Red 5	Composer (Addl)
Alien Rage	CI Games	Composer (Addl)
SPATE	Eric Provan	Composer
Kings Road	Rumble Games	Composer (Addl)
Grateful Dead: The Epic Show	Curious Sense	Audio Design
Farm Story	Storm8	Composer
Fairy Tale Wonderland	Storm8	Composer
Spellstorm	TinyCo	Composer
Beyond the Dead	GREE	Composer
Kiwi Heroes Launch Trailer	Massively Me	Composer
Crime City 2	GREE	Composer
Enchantia	Blue Tea Games	Composer
FarmVille 2	Zynga	Composer
Virtual Families	Last Day of Work	Composer
Hidden Chronicles	Zynga	Composer
Dark Parables: Rise of the Snow Queen	Blue Tea Games (Mac/PC)	Composer
Mystery Legends: Beauty and the Beast	Play Pond	Composer
Campfire Legends: The Last Act	GameHouse (Mac/PC)	Composer
The Secrets of Arcelia Island	Hitpoint Studios	Composer
The Penguins of Madagascar: Dr. Blowhole Returns - Again!	Griptonite (DS)	Composer

Gremlins Gizmo	Imagine Engine (Xbox360/PS3/Wii)	Composer
Empires and Allies	Zynga	Composer
Dark Parables: The Exiled Prince	Blue Tea Games (Mac/PC)	Composer
Galaxy Online: The Tournament	GameDev.net (MMO)	Composer
Cooking Dash 3: Thrills and Spills	PlayFirst (Mac/PC)	Composer
Prize-O-Rama	EA (Facebook)	Composer
The Fancypants Adventures	EA (XBLA/PSN)	Composer
Jungle Jewels 2	GameDuell (Online)	Composer
Pirate Mysteries	Kristanix (Mac/PC)	Composer
Guardians of Magic: Amanda's Awak.	Hitpoint Studios	Composer
Campfire Legends II: The Babysitter	GameHouse (Mac/PC)	Composer
Marooned 2: Secrets of the Akoni	HitPoint Studios (Mac/PC)	Composer
Fortune Stones	Playteau, Inc.	Composer
Club Galactik	Virtual Fairground (MMO)	Composer
Jim & Frank Mysteries	99Games (iPhone / iPad)	Composer
Shootem Up Poker	Arkadium	Composer
FrontierVille	Zynga (Facebook)	Composer
U Draw Studio / Tablet	THQ (Wii)	Composer
Haunted House	Atari (XBLA, Wii)	Composer
Are You Smarter Than a 5 th Grader? Back.	THQ (Wii, DS)	Composer
Youda Survivor	Youda Games	Composer
Governor of Poker 2	Youda Games	Composer
Enlightenus 2	Blue Tea Games	Composer
Dr. Despicable's Dastardly Deeds	GameHouse	Composer
Build-a-lot: The Elizabethan Era	HipSoft	Composer
Youda Safari	Youda Games	Composer
Virtual Villagers 4: The Tree of Life	Last Day of Work	Composer
The Sultan's Labyrinth - A Royal Sac.	Big Fish Games	Composer
Cat Wash	Namco	Composer
Campfire Legends: The Hookman	GameHouse	Composer
Tekken (Mobile)	Sega	Composer

Enlightenus	Blue Tea Games	Composer
Delicious - Emily's Taste of Fame	GameHouse	Composer
Youda Marina	Youda Games	Composer
CLUE: Accusations and Alibis	Real Games	Composer
Crazy Taxi	Sega Mobile	Composer
The Princess and the Frog (DS)	Disney	Composer
My Dog Coach (DS)	Ubisoft	Composer
Westward 3: Gold Rush	Sandlot Games	Composer
Minions	Casual Collective	Composer
Forgotten Lands: First Colony	Blue Tea Games	Composer
Parking Dash	Playfirst	Composer
Jewels of Cleopatra 2	Boomzap	Composer
The Flying Trapezees	Large Animal	Composer
Cooking Dash	PlayFirst	Composer
Gold Rush - Treasure Hunt	GameHouse / RealArcade	Composer
Virtual Villagers 3	Last Day of Work	Composer
Westward 2	Sandlot Games	Composer
Super Granny 4	Sandlot Games	Composer
Mystery Case Files: Agent X	Glu Mobile	Composer

A D V E R T I S I N G / M U L T I M E D I A

Client / Director:

NASA Outreach	NASA	Composer
5GUM	5GUM/Red Horse Film	Composer: Advert.
2010 E Class Videos	Mercedes	Composer
Helio Startup Tones	Helio	Composer
Vote For Marty Comment Song	Runaway Box (HBO)	Producer
Web Advertisement	Adidas	Composer