

Exist in Sound 

Reframe / Engage

About:

- Serving the gaming and creative community!
- Software QA background
- Catering to both waterfall & agile methodologies
- Courtesy no cost Consultation & Proposal
- Game SFX & Interactive Audio



Exist in Sound

Musical Skill Tree

Musical Skill Set: Music maker & music software publisher. Offering a professional musical and technical skill set for your gaming project.

- **Classically Trained**
Piano & Strings
- **Full Studio Equipped**
Digital Workstation and hardware.
- **Target Locked**
Active competitor in the trance community!

Classically Trained / sound brings out the life in games.

I studied music composition and theory
under Robert Pellicani (NJ).

7X Top 100 / Trance & Electronica

3X Top 10 / Trance

Mixcloud Top 100 / Trance

103.7 **KaneFM** Guildford UK Feat. Artist


Classically trained by R. Pellicani (NJ)

Why it matters

All the technology in the
world cannot replace
musical quality.

7x top 100 ::: Trance & Progressive

Beatport New Releases
2017 / 2019 / 2020 / 2021



The same level of
commitment required to
chart goes into every
piece of audio I create
for your game.

The Bright & Dark to your Player Experience.

Additional Services I offer:

Soundtrack & Gaming Audio
Mobile, PC, Console

Crafting **trance** & **electronica**

Test, QA, & Debug support

agile/waterfall development methodology



EXIST IN SOUND

TRANCE FOR VIDEO GAMES



Spotify®

Add "Exist in Sound" to your Spotify playlist

Your teammate.

I'll be with the team until the end. Develop, test, rework and recompile. Late nights or early mornings on Discord are a norm.

Dev talk

**The music gave my
game the life it
needed.**

Revolve Pong Team, CA

Two Words, love it.

Last Bot Team, MN

Dig the synth skills.

MyndGamesUK, UK



Exist in Sound

Included in the Rate for individual Track Production:

- A Completed Song inspired by your game's artistic vision.
- A Radio Edit, Extended Version, or other Variation Remix to your liking.
- Test & QA for Desktop, Android & iOS.
- JIRA board upon request!

Regarding Rates:

- Rates are not hourly, as hundreds of hours go into each project.
- I treat every project like a full time commitment.
- This is the way.

When Contacting me:

- Include info about your project for a quick estimate on rates & lead time.
- Helpful Info: Track Count, length, style & genre requirements.
- Any related technical details and specifics to your audio.
- Trailers, audio samples, musical taste, all help me better understand your creative vision!



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