

JOHN LEONARD FRENCH

All Projects

<u>Project</u>	<u>Year</u>	<u>Type</u>	<u>Services</u>
Scoundrel	In Development	Game	Music / Sound Effects
The Dark Caves	2017	Game (iOS)	Music / Sound Effects
Daily Bible Wordsearch	2017	Game (Facebook WebGL)	Music
Kingscape	2017	Game (PC)	Trailer Music
Eons Lost	2017	Game (iOS / Android)	Music / Sound Effects
Tumble Will	2016	Game (iOS / Android)	Music / Sound Effects
Kung Pow Panda	2016	Game (Android)	Music
Remnith	In Development	Game (VR)	Layered Combat Music
Horror Apartment	In Development	Game	Cutscene Audio / Music
Daily Bible Jigsaw	2016	Game (Facebook WebGL)	Music
Shepz	2016	Game (iOS / Android)	Music
Ace of Protectors	2016	Game (Steam)	Additional Music
Survive - Wilderness Survival	2016	Game (Android)	Licensed Music
Fragger 2	2015	Game (iOS)	Music
Covert Cats	Unreleased	Game	Music
The Great Wobo Escape	2015	Game (Android)	Additional Music
Endless Runner (untitled)	Unannounced	Game	Music
Shopkeeper RPG (untitled)	Unannounced	Game	Additional Music
Bully Blocker (beta)	2015	Game	Additional Music
2.5D Fantasy Adventure (untitled)	Unannounced	Game	Music
Dead Giveaway	2014	Game (iOS)	Music / Additional Sounds
6/10 Tasty	2014	Short Film	Music
Teddy / Thanks Mum	2014	Showreel Advertisements	Music
No Point	2013	Short Film / TV Pilot	Music / Audio Editing
The Suit	2012	Short Film	Music
Sunday Lunch	2012	Short Film	Music
Repaid In Full	2012	Short Film	Music
Touching From A Distance	2011	Short Film (Competition Winner)	Music
Lazarus Home for Girls	2011	Documentary	Music
The Gang	2011	Short Film	Music
Someone To Love Me	2011	Documentary	Music
We Design	2010	Showreel Advertisements	Music
Stuck	2010	Short Film (Competition Winner)	Music
Narke	2010	Short Film	Music
Mr Lewis	2009	Short Film (Festival Winner)	Music
Lilith	2008	Short Film	Music / Audio
The Reluctant Vampire	2007	Student Animation	Music