

Contact information

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Company:

Jaap Visser Music Productions

Founded in 2007

Btw/VAT: NL1094.20.962.B01

KvK: 08172045

(Contact details are the same as above)

Personal information

Date of birth: 16 November 1978

Place of birth: Lemmer

Nationality: Dutch

Gender: Male

Education:

- Preparation year of jazz guitar at the conservatory of Zwolle, prior to my composition study
- Master degree in composition – Artez Hogeschool voor de Kunsten and Royal Conservatory The Hague
- Sonology – Royal Conservatory The Hague
- Musicology – University of Utrecht

Awards:

- First price in composition for percussion festival in Seoul (2002)
- Second price in Vriendenprijs Conservatory Zwolle (2003)

Skills:

- Composition
- Sound Design
- Audio Engineering
- Voice over recordings

Credits:

Games:

- 1: Goon World (Nemesis Studios, LLC) : Lead Audio Designer
<http://www.nemesisstudios.com/>
- 2: Rage of War: Galactic Dream: : Composer
<http://www.rageofwar.net>
- 3: Cellzenith (Faramix Enterprise) : Composer/ Sound design trailer (pitch)
- 4: The Viking Age – Sage Studios : Lead Audio
<http://sagastudios.net/?id=team>
- 5: Mech Warfare: Co-op : Composer
<http://mech.eltaweb.net/>
- 6: Fallen Peaks (Evolution Reality) : Composer
- 7: Bloodstone: The Journey home : Composer and Sound Designer
<http://www.bloodstone-thejourneyhome.com/news.php>
- 8: Judgement of the Jedi – Universe at War mod : Sound designer

Film:

- 1: [Continue](#) (movie from Isaac Lane) : Composer, Sound design, Audio engineer
- 2: Devils Intention (movie from Shaheryar Ahmed): Composer
- 3: [Roses are Greek](#) (movie from Katie Flynn) : Composer

Other:

- 1: Audio Logo for Radiant Pictures Entertainment - <http://www.matthewbora.com/radiant>
- 2: Composer/producer for Matthew Bora - <http://www.matthewbora.com/>
- 3: Audio logo for Hellenthal Studios - <http://www.hellenthalstudios.nl/>
- 4: Blizzard Entertainment Europe (www.blizzard.com) – employed at the technical support 5: Freelance Quality Assurance at U-TRAX (<http://www.utrax.nl/>) - employed since may 2008

Mixing and Mastering:

CD: "Music for Mandolin Orchestra" from [Het Consort](#)

Concert Music:

- 1 : De eeuwige schreeuw – Piano, Tuba, Percussion – Commissioned by S. Beernink
- 2 :Soeng – Clarinet, Piano, Percussion, Cello – Commissioned by E.A.C.E van Breemen
- 3 :Black and White 2 – Ensemble – Commissioned by R. Helmes
- 4 :Eternal Dance – Ensemble – Commissioned by the Tierkrais Ensemble
- 5 :La Divina Comedia – Inferno – Music theatre production – Commissioned by the Stad als Theater festival
- 6 :Improvisation – Clarinet, Accordion – Commissioned by M. Kruisbeek
- 7 :A dream within a dream – Tuba, Electronics – Commissioned by H. van der Weide
- 8 :15 jaar wandelen – Ensemble – Commissioned for the Brasiliero Festival
- 9 :Black and White – Ensemble – Commissioned by the Tierkrais Ensemble
- 10:Ring VII – Ensemble – Commissioned by the Messiaen Sinfonieta
- 11:Morte, di pietà nemica, di dolor madre antica – Orchestra – Commissioned by the Paletti Orchestra
- 12:Aos Si – Recorder, Piano, 2 Cello's – Commissioned by M. Dessens
- 13:Barberton – Choir – Commissioned by the Constantijn Huygens Conservatory Choir
- 14:We Meet – Percussion, Soprano, Alto, 2 Cello's, Electronics – Commissioned by J.M. Lee
- 15:Retrospection – Electronics – Commissioned by J.M. Lee
- 16:Not only Words and Music – Commissioned by A. Manassen
- 17:Barberton 2 – String Quartet – Commissioned by the Auden String Quartet
- 18:Schemering I – Soprano, Violin, Cello – Commissioned by J. Jepkes
- 19:Words and Music – theatre music for a play written by Samuel Beckett – Commissioned by SUUS foundation
- 20:Een serie portretten – chamber orchestra and choir – Commissioned by D. Manneke

Orchestrations:

Clients:

Dierens Mannenkoor, Eberdine van Breemen, Jeugdorkest Almen, Conservatory Zwolle, Franka van Essen, Tierkreis ensemble, ensemble Piazwolla, Stichting Droomwevers, Kim Lee (for his Chamber Orchestra in Seoul), Muziekschool "Muziekopmaat", Kameleon Editions

Memberships:

- *Member of G.A.N.G – game audio network - <https://www.audiogang.org/>*
- *Member of IDGA – International Game Developers Association - <http://www.igda.org/>*
- *Member of IndieTalk - <http://www.indietalk.com>*
- *Pro Silver Audio Member of BGIN – Benelux Game Initiative -<http://www.bgin.org>*

Studio setup:

Software:

Finale 2007, Sonar 6 producer edition, Nuendo 4, Soundforge 9.0, Reaktor 5, Kontakt 2, Absynth 4, Sony Vegas Pro 8.0, Waves Diamond Collection, Max/MSP/Jitter 4.6

Sound libraries: Vienna symphonic orchestra (integrated with Kontakt 2), East West Quantum Leaps Gold XP, Symphonic Choirs, RA, Stormdrum, Garritan Personal Orchestra and JABB, Etno World Percussion 3, Sean Beesons Tsaiiko Drums, Sonicuture Hang Drums, Spectrasonics Symphony of Voices, Stylus RMX and Hans Zimmer Guitars vol.1, Bela D. Media Diva

Hardware:

Amd Athlon X2 Dual 4800, 4 GB, 3 250GB hard drives + Amd 3400+ 2gig slave machine

EMU 0404 USB audio interface

E-MU Xboard 49 Professional USB/MIDI controller

Studiophile BX5a monitors

M-Audio MicroTrack 24/96 portable recorder

Audio Technica AT825 microphone