Dear Sony Interactive Entertainment:

I'm a proud gamer and musician. From childhood through college, my life was full of piano recitals, jazz band competitions, marching band half time shows, quintet gigs, orchestral musicals and yet somehow… lots, and lots of games! Along the way, I've found myself enjoying Sony products in both spheres. From my live performances in high school recorded on my Sony MiniDisc player, to the thousands of hours played on my PlayStations (including 1-4 Pro, PS Vita, and now PSVR!), Sony has earned an awesome reputation for consistently producing highest quality audio and interactive media products on the market. I have fond memories pleading with my parents for more time to blast zombies with Chris Redfield, acquire more materia with Cloud, and fling napalm at Sweet Tooth. They figured I'd grow out of it, but I'm happy to say that never happened. In fact, now that I'm spending all my free time with game developers and musicians, I feel like that I've finally found my home.

Since making the final round for the SIE Music Production Internship last summer, I've grown both personally and professionally. I've had the opportunity to befriend game developer students, and even recognized for my interactive music score winning an award recently within the School of Game Development. Despite these amazing events, the most important is that I've discovered after attending GameSoundCon and GDC's Audio Track, how incredibly genuine and supportive the game audio community is. One of my biggest highlights was after introducing myself to Rich Vreeland, one of my biggest inspirations, he offered to listen to my tracks and provide feedback! Last night at the G.A.N.G. Awards listening to Austin Wintory, Peter McConnell, and of course Uncharted 4's audio team accept their awards, the common theme was a sincere gratitude and respect for everyone's amazing audio work. The overall sense of mentorship and community is an absolute affirmation for my desire to continue pushing myself to create memorable game soundtracks not just for myself but for the entire community.

In short, I've learned that the game audio community is much more than a group of professional audio folks who work on games. It's a family. I am very fortunate to have found this amazing community and blessed to have the talents and skills to help creatively contribute to its future. I've discovered that we all share the simple, yet incredibly difficult, desire to make the best sounding games ever created. Therefore, it would be my dream come true to help the incredibly talented folks at SIE continue to achieve greatness. Thank you for the opportunity.

Best,

Brendan Wolf