

△ ANDREW PRAHLOW

a soundscape holds no boundaries.

From his studio located in northern Los Angeles, CA, Andrew has provided music for over 50 projects, including feature length films, video games, shorts, documentaries, and ads. Past clients include Panasonic, Sony, Lenovo, Google, Nike, and others. His scoring experience includes full composition and production from his studio, to recording with a variety of live soloists, chamber ensembles, and large orchestra.

Andrew began his career in music as an intern at John Powell's studio from 2010-2011 during the score production of *Rio* and *Mars Needs Moms* while completing his studies at the Scoring for Motion Pictures and Television (SMPTV) Graduate Program - University of Southern California.

From 2011-2014, Andrew worked on *The Legend of Korra* for Jeremy Zuckerman and *Kung Fu Panda: Legends of Awesomeness* for Jeremy Zuckerman and Benjamin Wynn, which won a Daytime Emmy in 2013.

In 2013, Andrew composed the music for the indie video game *Outer Wilds*, which won the Seumas McNally Grand Prize award at the 2015 Independent Games Festival, as well as feature length film *Piloto*.

In 2015, his music was featured in multiple international trailers for Ridley Scott's *The Martian*, which won the 2016 Drama Trailer award at the Golden Trailer Awards. Andrew's work was used also for the E3 reveal of the video game *Evolve*. Andrew composed and produced an extended version of Hozier's *Arsonist's Lullabye* for Netflix's *Marco Polo*, which was nominated for a 2015 Golden Trailer Award, and provided composition and soundscapes to the *Divergent* and *Allegiant* trailer campaigns.

Andrew was in charge of rock production and also composed ambient guitar soundscapes for the Madden NFL franchise from 2015-2016, and his music was featured in the *League of Legends NA LCS 2016* intro video. In 2014, Andrew became a composer and producer for Universal Production Music, and his track 'No Way Out' charted in the top 20 most downloaded tracks of 2015. Most recently he wrote music to the in-production virtual reality game, *Eclipse*, created by *God of War* Trilogy developer Jonathan Hawkins.

In addition to his solo composing, Andrew often collaborates with composer Mark Petrie. In 2015, their compositions received over 1 million plays on youtube and received placements in campaigns for *Call of Duty: Advanced Warfare*, *Game of Thrones*, *FIFA 2015*, *LEGO*, *Dawn of the Planet of the Apes*, *Earth to Echo*, and *Selma*.

Andrew's momentum has continued into 2016, with his music featured in trailers for *Inferno* starring Tom Hanks, Showtime's *Penny Dreadful*, and the upcoming *Neruda*, starring Gael Garcia Bernal.

VIDEO GAME HIGHLIGHTS

League of Legends NA LCS Season Opener (2016) - composer
Life Is Strange (2016) - trailer composer
Outer Wilds (2016) - IGF Grand Prize winner 2015 - composer
EclipseVR (Oculus & Playstation VR 2017) - composer
Evolve Season 2: E3 Reveal Trailer (2015) - composer
Call of Duty: Advanced Warfare (2014) - trailer music co-composer
Madden NFL 15 (2014) (EA Sports) - additional music, ambient soundscapes
Madden NFL Mobile (2014-2016) (EA Sports) - additional music, ambient soundscapes
The Legend of Korra (PS3 2014) - digital orchestration, music preparation, recording engineer, trumpet
The Legend of Korra: A New Legend Begins (3DS 2014) - digital orchestration, music preparation, recording engineer, trumpet
FIFA 15 (2014) - E3 Trailer Music co-composer

FILM HIGHLIGHTS

Inferno (2016) - trailer composer
Neruda (2016) - trailer composer
The Divergent Series: Allegiant (2016) - trailer co-composer & soundscapes
The Martian (2015) - trailer composer
The 5th Wave (2015) - trailer co-composer
The Broken Camera (2015) - composer
Insurgent (2015) - trailer co-composer
Selma (2015) - trailer co-composer
Earth To Echo (2014) - trailer co-composer
Dawn of the Planet of the Apes (2014) - Trailer co-composer
Piloto (2014) - composer
Million Dollar Arm (2014) - featurette additional music
Present Trauma (2013) - composer

CUSTOM SCORED ADS/DOC HIGHLIGHTS

Google (2014) - composer
Lenovo (2013) - composer
Panasonic (2013) - composer
Sony PSP: Open Me! (2013) - composer
G-Cluster Gaming (2013) - composer
Nike (2012) - composer
Levi's/Kogi (2012) - composer
Radio City Christmas Spectacular (2012) - composer

TELEVISION HIGHLIGHTS

The Legend of Korra (2011-2014)
(Nickelodeon Studios) - digital orchestration, music preparation, recording engineer, trumpet
Kung Fu Panda: Legends of Awesomeness (2011-2014)
(Nickelodeon Studios) - additional music, music preparation, engineer, digital orchestration
Game of Thrones (2015)
(HBO) trailer music co-composer
Penny Dreadful (2015)
(Showtime) trailer music composer
Marco Polo (2014)
(Netflix) additional composition and production for Hozier's *Arsonist's Lullabye*
The Leftovers (2014)
(HBO) Trailer music co-composer
Clandestine Path (2014)
(Thousand Pounds) - composer