



### **Trevor Best - Advertising and Video Games**

After Maggie, Trevor is the longest serving member of the Air-Edel team. He works closely with composers and clients to manage all production and scheduling requirements. He is involved from the initial enquiry and briefing, right through to the final master delivery.

His recent success in advertising includes work with BBH on a recent Vigorsol campaign, a 'Big Bash' campaign with George Harrison / Y&R (Australia) and a Crunchy Nut 'Dinosaur' campaign with Leo Burnett. In video games, Trevor has provided music production and coordination services working with the likes of SCEE on Killzone Mercenary (Vita), Killzone 2, Little Big Planet and Little Big Planet 2 (all orchestral cues). Trevor has also worked with Codemasters, supervising and coordinating music delivery for F1' 2010 & F1 '2011. In addition he has supervised several Intro movies. Trevor's video game project management helped Air-Edel gain its first nomination at the widely recognised Develop Awards in 2014.