

I'M DANAE DEKKER,

a composer and technical audio designer for games and interactive media. I'm fascinated by musical storytelling in a fantastical and whimsical setting, applied and implemented in autonomous compositions, games and interactive media.



Date of birth September 10, 1995
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EXPERIENCE

- January 2020 – present
- Danae Dekker / Audune Games**
- » freelance composition and technical audio design work for games
 - » lead development and audio design for [Invisible Wings](#), a narrative adventure game
- October 2018 – January 2019,
June – July 2019
- PWXR / Active Esports Arena (internship)**
- » technical audio design and programming for [Exodus Burned](#), a multiplayer VR experience
- February 2018 – June 2020
- HKU University of the Arts (school projects)**
- » game audio, music and implementation for several small student games

EDUCATION

- 2016 – 2020
- Bachelor of Music, Composition and Music Production**
HKU University of the Arts, Utrecht
- 2007 – 2013
- VWO, Science and Engineering**
Bernardinuscollege, Heerlen

ACCOLADES

- February 2021
- 2nd place overall, 1st place art and visuals, 2nd place music and sound effects**
for [Fairy Lost](#) in the [Global Game Jam 2021 NL](#)

SKILLS

- » **Music composition and arrangement**
- » **Game audio implementation**
Unity | FMOD
- » **Game, software and web design and development**
C# | Python | Java | HTML5 | JavaScript | PHP | C++
- » **Social media management and customer contact**

LANGUAGES

- » **Dutch** (native)
- » **English** (fluent)
- » **German** (moderate)

QUALITIES

- » **Creative mind**
- » **Analytical and rational thinking**
- » **Accurate and structured**
- » **Curious and fast learning**

INTERESTS

- » **Listening to music and playing the flugelhorn**
- » **Playing and analyzing games**
- » **Infrastructure and public transport**
- » **World building and narrative design**

