

I'M DANA E DEKKER,

and I create magical and ethereal music for games! I'm a composer and technical audio designer with a passion for musical and fantastical storytelling and I love to work on narrative and immersive games.

Date of birth September 10, 1995
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EXPERIENCE

- June 2022 – present **New Dawn Games** (*volunteer work*)
» composition, technical audio design and voice direction for [Rayman 2 HD](#)
- January 2020 – present **Danae Dekker / Audune Games** (*freelancer*)
» freelance composition and technical audio design work for games
» lead development and audio design for [Invisible Wings](#)
- October 2018 – January 2019, June – July 2019 **PWXR / Active Esports Arena** (*internship*)
» technical audio design and programming for [Exodus Burned](#)
- February 2018 – June 2020 **HKU University of the Arts** (*school projects*)
» game audio, music and implementation for several small student games

EDUCATION

- 2022 – 2023 **Orientation course, Conducting for orchestras and choirs**
Stichting SMK Parkstad
- 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++
- » **Graphic design**
Inkscape | Adobe InDesign | Adobe Photoshop
- » **Social media management and customer contact**
- » **Language proficiency**
Dutch | English | German

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**
- » **World building and narrative design**
- » **Infrastructure and public transport**
- » **Fantasy and alternative fashion**

