DANAE DEKKER

Composer and technical audio designer for games and interactive media.

I'm fascinated by musical storytelling in a fantastical and whimsical setting, which I apply in autonomous compositions, games and interactive media. Moreover I have a broad knowledge of software and coding skills to implement music and audio in any interactive project.

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🏛 Education

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

💼 Experience

January 2020 – present	**Danae Dekker / Audune Games** » freelance composition and technical audio design work » lead development and audio design for *Invisible Wings*, a narrative adventure game
October 2018 – January 2019, June – July 2019	**Pillow's Willow VR Studios (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

📒 Skills and software

Music composition and arrangement
» FL Studio, Kontakt, Sibelius

Game audio implementation
» Unity, FMOD

System design and software development
» C#, Python, Java, C++

Web design and development
» HTML5, CSS, JS, PHP

Basic graphical design
» Photoshop, InDesign, Inkscape

🎵 Interests

Playing the flugelhorn

World building and narrative design

Learning languages
» Dutch (native)
» English (fluent)
» German (moderate)

Favorite games
» *Ori and the Blind Forest* and *Will of the Wisps*
» the *Rayman* franchise
» the *Elder Scrolls* franchise
» *Factorio*