

# DANAE DEKKER

Composer and technical audio designer for games and interactive media. Specialized in musical storytelling in an often fantastical and magical setting.

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## Education

**2016 – present** Bachelor of Music, Composition and Music Production  
HKU University of the Arts, Utrecht

**2007 – 2013** VWO, Science and Engineering  
Bernardinuscollege, Heerlen

## Experience

**October 2018 – January 2019,**  
**June – July 2019** **Pillow's Willow:** Exodus Burned (internship)  
technical audio design and programming for a multiplayer VR experience

**February – April 2019** **Plantant:** Stackgricuture (school project)  
game audio, music and implementation for an applied game

**April – June 2018** **Fun Bun Studios:** Room of Doom (school project)  
game audio, music and implementation for a multiplayer arcade game

**February – April 2018** **Water Sandwich:** Our Little Planet (school project)  
game audio and music for an applied game

## Skills and software

**Composing and arranging music in a variety of musical styles**

» FL Studio, Kontakt, Sibelius

**System design and software development**

» Python, Java, C# and Unity, C++

**Web development and design**

» HTML5, CSS, JS, PHP

**Graphical design**

» Photoshop, InDesign, Inkscape

## Interests

**Playing the flugelhorn**

**World building and telling stories**

**Learning languages**

» Dutch (native)

» English (fluent)

» German (moderate)

**Fantasy and cosplay**

**Favorite games**

» the Rayman franchise

» Ori and the Blind Forest

