

DENNIS DEKKER

Composer and creative system designer. Specialized in musical storytelling in an often fantastical and magical setting, applied in autonomous compositions, games and interactive media.

Address	Elleboogstraat 14, 1211 JK Hilversum
Phone number	+31 6 28562077
E-mail address	info@dennisdekker.art
Website	https://dennisdekker.art

Education

2016 – present	Bachelor of Music HKU University of the Arts Utrecht
2007 – 2013	VWO, Science and Engineering Bernardinuscollege Heerlen

Relevant experience

April – June 2018	Fun Bun Studios music and game audio for game <i>Room of Doom</i> (school project)
February – April 2018	Water Sandwich music and game audio for applied game <i>Our Little Planet</i> (school project)

Other experience

2010 – 2017	Albert Heijn vakkenvuller
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Skills and software

- Composing and arranging orchestral music**
Sibelius
- Composing in a variety of musical styles**
FL Studio, Kontakt
- System design and software engineering**
Java, Python, Processing, C++, Unity
- Web development and design**
HTML5, CSS3, 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

