

# 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**  
» 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*

