# 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

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

## 💼 Experience

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| January 2020 – present | **Danae Dekker / Audune Games**<br>» freelance composition and technical audio design work for games<br>» lead development and audio design for *Invisible Wings*, a narrative adventure game |
| October 2018 – January 2019, June – July 2019 | **PWXR / Active Esports Arena (internship)**<br>» technical audio design and programming for *Exodus Burned*, a multiplayer VR experience |
| February 2018 – June 2020 | **HKU University of the Arts (school projects)**<br>» game audio, music and implementation for several small student games |

## ⭐ Acknowledgements

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| February 2021 | **2nd place overall, 1st place art and visuals, 2nd place music and sound effects**<br>for *Fairy Lost* in the Global Game Jam 2021 NL |

## 📕 Skills and software

**Music composition and arrangement**
» FL Studio, Kontakt, Sibelius

**Game audio implementation**
» Unity, FMOD

**System design, game 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*