I'M DANAE DEKKER,

and I create magical and ethereal music for games! I'm a composer and technical audio designer with a passion for musical and fantastical storytelling and I love to work on narrative and immersive games.

Date of birth Address Phone number E-mail address Website LinkedIn profile

EXPERIENCE

September 10, 1995 St. Jozefstraat 5, 6467 AN Kerkrade, NL +31 6 28562077 <u>hello@danaedekker.com</u> <u>danaedekker.com</u> <u>linkedin.com/in/danaedekker</u>



June 2022 – present	New Dawn Games (volunteer work) production direction and HR management composition and audio design for <u>Rayman 2: Redreamed</u>
January 2020 – present	Danae Dekker / Audune Games (freelance) freelance composition, technical audio design and development for games lead development and audio design for <u>several indie games</u>
October 2018 – January 2019, June – July 2019	PWXR / Active Esports Arena (internship) » technical audio design and development for <u>Active Esports Arena</u>
February 2018 – June 2020	 HKU University of the Arts (school projects) » game audio, music and implementation for several small student games
🏦 EDUCATION ———	
2022 - 2023	Orientation course, Conducting for orchestras and choirs SMK muziek en dans, Kerkrade

Bachelor of Music, Composition and Music Production HKU University of the Arts, Utrecht

VWO, Science and Engineering Bernardinuscollege, Heerlen

Q ACCOLADES

February 2021

2016 - 2020

2007 - 2013

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

📃 SKILLS

- » Music composition and arrangement
- » Game audio implementation Unity | Unreal Engine 5 | FMOD
- » Game, software and web design and development C#|Python|Java|HTML5|JavaScript|PHP|C++
- » Graphic design Inkscape | Adobe InDesign | Adobe Photoshop
- » Social media management and customer contact
- » Language proficiency Dutch | English | German

🔩 qualities

- » Creative mind
- » Analytical and rational thinking
- » Accurate and structured
- » Curious and fast learning

♬ INTERESTS

- » Playing and analyzing games
- » World building and narrative design
- » Infrastucture and public transport
- » Fantasy and alternative fashion