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	September 10, 1995
Location	Kerkrade, The Netherlands
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EXPERIENCE

June 2022 – present	**New Dawn Games** *(volunteer work, fan project)*
	» composition and technical audio design for *Rayman 2: Redreamed*
	» production direction and HR management
January 2020 – present	**Danae Dekker / Audune Games** *(freelance)*
	» freelance composition, technical audio design, and development for games
	» lead development and audio design for several indie games
October 2018 – January 2019, June – July 2019	**PWXR / Active Esports Arena** *(internship)*
	» technical audio design and development for *Active Esports Arena*
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
2016 – 2020	**Bachelor of Music, Composition and Music Production**
	HKU University of the Arts, Utrecht
2007 – 2013	**VWO, Science and Engineering**
	Bernardinuscollege, Heerlen

SKILLS

- » **Music composition and arrangement**
- » **Game audio implementation**
  Unity | Unreal Engine 5 | FMOD
- » **Game, software, and web 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**