

## Daan Hendriks

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**Date of birth:** 17/02/1981 **Nationality:** Dutch

### Education

- **Audio Design.** *Bachelor of Arts and Technology (Hons).* 2000 - 2004. High School of Arts (HKU), Faculty of Arts, Media and Technology (KMT), Hilversum, The Netherlands.
- **Japanese.** *Finished prematurely.* 08/2003-11/2003. University of Leiden, The Netherlands.
- **Music Technology course.** 1999 - 2000. High School of Arts (HKU), Faculty of Arts, Media and Technology (KMT), Hilversum, The Netherlands.
- **Social Work and Services.** *Finished prematurely.* 1998 - 1999. High School of Leiden, The Netherlands.

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### References & online portfolio

References are available upon request. Online portfolio: <http://www.humanworkshop.com/daan>  
Some more work to be found at: <http://www.audiomotif.co.uk/portfolio> (everything on this page is my work except for the 'Blind Sounds Trailer' and 'Three Free Kontakt Instruments'). Currently in the process of merging all my work examples onto a single page.

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### Objectives and motivations

I am highly fascinated by games and its industry. For a sounds person, there is no other place where so many new things can be done and learnt. I love to work as a freelancer, either from home or on site. However, I am very keen to explore opportunities to become a fulltime member of a development team. Ultimately, I aim to become Audio Director, as I would love to take full responsibility for a game's sound track.

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### Skills and personal profile

#### **Recording and production related**

Highly experienced in the fields of sound design, audio editing, and music production. A strong grasp of recording techniques, both on location and in the studio. Experience in 5.1 mixing.

#### **DAW, DSP and synthesis**

Proficient in ProTools, Logic, Live, Vegas and SoundForge. Excellent knowledge of real time DSP audio software like Waves, SoundToys and various VST plug-ins. A good understanding of synthesis techniques.

#### **Game audio implementation**

Experience with implementation in Source, Unreal Editor III, FMOD and XACT.

#### **General software / web**

Excellent in working with MS Office, Windows XP, Apple OSX. Experience in HTML and PHP, and source control applications like Perforce and SVN.

#### **Languages**

Dutch and English. Currently learning Spanish. Basic level of understanding of German and French.

#### **Personal profile**

- Highly motivated and hard working
- Great passion for videogames and game audio
- Quick to assess what style of sound will fit a project or game
- Really enjoy being part of a team, yet perfectly happy to work in solitude
- Easy going person to talk to and work with; excellent communicator
- Quick and eager to learn
- Creative, can-do approach to problems and frustrating situations
- Organised and self-managed approach to day-to-day tasks and time schedules
- Keen on having a good laugh
- Patient and calm

## Work experience

### 2010

- **VO post production/integration** at Supermassive Games (current freelance contract, 2 months from May until end of June). In-house position where I am handling the dialogue post production and integration of three games in development at this studio, one of which is 'Let's Start the Party' (SCEE).
- **VO processing/editing/5.1 cutscene mixing** for the localisation of this year's most anticipated RTS (NDA). Processed VO with plenty of FX to create stylised voices, and mixed VO into all cutscenes for 7 localisation territories. As a freelancer hired by Babel Media.
- **Sound design and music production** for a short animation video by Crooked Line.
- **Sound design** for Hungry Shark (iPhone) by FGOL. Created a small batch of sounds for an expansion of this game.
- **Sound design** for a forthcoming browser-based RPG by Litmus Games. Created all sounds including combat, HUD, magic spells, and emotes.

### 2009

- **Sound design and music production** for MoleControl by Remode Ltd, a forthcoming 3D puzzle game. Created and implemented all sound effects, and produced (mixed/mastered) all music. Liaised with the lead programmer, game director, general manager and composer on a daily basis. In effect I was hired as the audio director, as I carried the responsibility for all sound and music of the game.
- **Sound design** for a forthcoming title by Frontier Developments. Created car related sounds such as surface loops, skids, suspension systems, tyre bumps. As a freelancer hired by The Audio Guys.
- **Sound design** for Backbreaker (PS3/Xbox360) by Natural Motion. Worked on FE/HUD, arcade sounds, and assisted in the balancing of the mix. As a freelancer hired by The Audio Guys.
- **Sound design** for Polar Panic (XBLA/PSN) by Eiconic. Created about 85% of this game's SFX, including sounds for weapons, emotes, scoring systems and physics. As a freelancer hired by The Audio Guys.
- **Sound design** for Sonic & Sega Allstars Racing (PS3/X360). Created surface loops for cars, arcade/abstract sounds for scoring systems/HUD/UI, and multiple SFX in other categories. Hired by the Audio Guys.
- **Sound design** for a forthcoming title by Codemasters. Created HUD/UI and environmental sounds. As a freelancer hired by The Audio Guys.
- **Sound design** for a Jambo Safari (Sega). Car surface loops, HUD/UI, various SFX. Hired by The Audio Guys.
- **Sound design** for Plain Sight (XBLA). Explosions, powerups SFX. Hired by The Audio Guys.
- **Sound design** for an E3 trailer of a high profile game by Sega. Created nearly all sounds for this trailer. Unfortunately this job was discontinued before it could be finished due to various circumstances beyond my control.
- **Sound design** for an undisclosed iPhone game. Created soundscapes for cutscenes. As a freelancer hired by Malin Arvidsson.
- **Music production and sound design** for a promotion video of an educational program. Hired by animation studio Crooked Line.
- **Sound design** for Emergency City (iPhone). Created various kinds of one shots and loops based on emergency situations. As a freelancer hired by The Audio Guys.
- **Sound design** for a flash website (animations).
- **Dialogue editing** for multiple console videogames, as a freelancer at Babel Media.

### 2008

- **Sound design** for an as yet unannounced Xbox Live/Steam multiplayer game, to be published by Ubisoft. I created and implemented sounds for weapons, physics and special game events. Also I produced the demo for the lead musical theme as reference material for the composer. I was hired as a freelancer by Sonic Source for this project.
- **Lead Dialogue Post Production Engineer** at Babel Media for the localisation of Fallout 3. I directed a team of five audio engineers, dealt with the everyday problems that arose and made sure we delivered on time.
- **Voice-over processing** for the localisation of three AAA games, including FEAR 2: Project Origin and 'The world's most popular MMO' (NDA only allows me to say this). Processed dialogue to make characters sound like monsters, demons, and so forth. Also applied effects to make VO sound as if spoken over radio and intercom systems. On freelance basis at Babel Media.

- **Sound design** for multiple MOD's, some of which unfortunately never saw the light of the day, others still being in development. Created all sorts of sounds, such as weapons and sci-fi vehicles, using Unreal Engine III for implementation.
- **Dialogue editing** for multiple console videogames, as a freelancer at Babel Media.
- **Music production and sound design** for a Nike corporate video.
- **Music production** for a web application.
- **Sound design** for a prototype online quiz game.

## 2007

- **Games testing: functional and localisation QA.** Finding and reporting bugs in computer games. Involved every type of test, including collision testing, breaking the game, 100% playthroughs, compliance checks, and gameplay logic.
- **Voice-over processing** for a World of Warcraft localisation, as a freelancer at an undisclosed company (NDA).
- **Sound design** for LinkIt, a PC puzzle game developed by Litmus Games. This mainly involved creating abstract sound for UI and scoring systems.
- **Dialogue editing** for multiple console videogames, as a freelancer at Babel Media.
- **Sound Design** for an 8-minute movie, Stasis. Style-wise the sound was about interplay of dream-like atmospheres and realism, with a lot of suspense and tension.
- **Music production and sound design** for a talk show titled Cool Media Hot Talkshow.

## 2006 and before

- **Music Technology Tutor** at the Royal Academy of Arts in The Hague.
- **Label management** of small record label Humanworkshop, that I founded with two other people.
- **Music composition, production, and CD mastering** for various albums.
- **Workshops in music technology and audio design** at various locations, mainly festivals, throughout the Netherlands.
- **Audio Design bachelor's degree:** multiple projects involving sound design and/or music production for animation movies, commercials, live installations, etcetera.
- **Internship:** research and development of specialised music adapted to mentally disabled and autistic people. This internship was an independent project, produced in the context of *Mediate*, a European programme for the development of technology aiding autistic people.
- **Thesis:** research to sound design in the Japanese cinema. The results and conclusions of my thesis are now being used in Sound Design classes at the High School of Arts in Hilversum.