



# Duane Decker

425-788-2512

425-269-3132 (cell)

Email: [DDMusic@comcast.net](mailto:DDMusic@comcast.net)

Web Site: [www.duanedecker.com](http://www.duanedecker.com)

Music Demos: [www.duanedecker.com/musicdemos.html](http://www.duanedecker.com/musicdemos.html)

SFX Demos: [www.duanedecker.com/sfxdemos.html](http://www.duanedecker.com/sfxdemos.html)

## SUMMARY

Duane Decker is a veteran game audio professional with 16 years of experience. He has contributed to many award winning games and has helped establish new benchmarks in the industry. His experience includes: planning; design; implementation; organization; creating original content; contractor and employee selection, direction and management; balancing audio and technical issues; evaluating and implementing new technologies; interfacing with all members of organizations in order to ensure superior results. He also has past experience in marketing, product design and training as Product Specialist for high tech musical instrument manufacturers. He brings experience from both the entertainment and technical worlds that has proven invaluable in creating world-class products.

## EMPLOYMENT

### Game Industry [1993-Present]

2003-Present: DDMusic, LLC – Owner/Composer/Sound Designer – Woodinville, WA

1999-2003: Microsoft Game Studios – Audio Lead – Redmond, WA

1996-1999: FASA Interactive – Audio Lead/Composer/Sound Designer – Chicago, IL

1993-1996: Premier Technologies – Composer – Bensenville, IL

- Created audio design documentation
- Created and managed audio schedule throughout production
- Managed audio assets throughout production and archiving
- Managed in-house and contract composers and sound designers
- Interfaced with internal and external development teams
- Audio implementation using proprietary software and commercial middleware
- Strong attention to detail, problem solving and analytical skills
- Strong written and oral communications skills
- Sound Design – creation, mixing and implementation
- VO – recording engineer, production, direction, editing
- Music -- composition, production, live recording engineer, mixing, mastering
- Post Production -- for in-game and marketing cinemas and video
- Designed, built, maintained and upgraded several studio facilities
- Implemented improvements in audio pipelines to greatly advance turnaround times and quality
- Strong attention paid to deadlines, budgets and quality
- Award winning titles include: *Defense Grid: The Awakening*; *Sid Meier's Civilization Revolution*; *Rise Of Nations* (& expansion); *Rise Of Legends*; *MechAssault*; *MechWarrior 4* (& expansions); *MechWarrior 3* (& expansion); *MechCommander* (entire series); *Invasion!* (LBE for Walt Disney Imagineering); over 13 pinball games for Premier Technology (under the Gottlieb brand name)
- Audio tools experience: Mac & PC literate since 1985; Digital Performer; Pro Tools; GigaStudio Orchestra; SoundForge; XACT; proprietary implementation software; audio plug-ins; virtual instruments; hardware instruments and effects; commercial recording studio equipment; controllers; video interfacing; field recording; 5.1 surround mixing and encoding; audio and video format conversion; Microsoft Office; assembling and editing video in iMovie; iDVD; Cute FTP Pro;

computer networking

**Product Specialist for High Tech Musical Instrument Manufacturers [1985-1993]**

Emu Systems – Scotts Valley, CA

Simmons Music – London, England

Kurzweil Music Systems – Waltham, MA

- Performed clinics and seminars on music and music technology throughout the United States, Canada and Europe
- Created and produced training videos
- Created product demonstration sequences
- Performed sound design and preset creation
- Active in the design and testing of best selling electronic musical instruments

**Professional Musician [1972-1985]**

Duane Decker (high tech solo act) – Chicago, IL

Lois Lane – Chicago, IL and Salt Lake City, UT

Madame Beast – Hollywood, CA

- Performed in concerts and clubs
- Recorded regionally successful, critically acclaimed records
- Toured extensively throughout the United States and Canada
- Opened shows for Van Morrison, David Bowie, Fleetwood Mac, KISS and many more

**EDUCATION**

- 1972 Associate Of Arts Degree in Music, San Diego Mesa College, San Diego, CA
- 1984 30 credit hours in Computer Science, Moraine Valley Community College, Palos Heights, IL

**AFFILIATIONS**

- The Recording Academy (GRAMMYS) – Voting Member and Member of the Producers and Engineers Wing since 2001
- ASCAP (American Society of Composers, Authors and Publishers) – Composer & Publisher Member since 1995

**REFERENCES, LETTERS OF RECOMMENDATION & DEMO REELS**

Available on request.