



Felix Faassen

Personal info

Maria Theresiadreef 64, Utrecht 3561 TB, Netherlands
17/11/1975 • Dutch

<https://www.lonebeard.com>
felix.faassen@gmail.com

Profile

I'm an inspired, open-minded, creative, digital, musical adventurer.

I like to live and work on the cutting edge. Start with a blank canvas when nobody knows what to do or how to do it. When no one knows how it should work, look, sound or feel. This is the place where I feel at home.

After getting my degree in technical computer science in 1996, I became a software engineer by day and a musician by night. For more than 20 years, I worked for a variety of software development companies such as TomTom and founded 2 successful companies (> 30 people).

In 2018 I decided to sell my shares and pursue my life-long passion, which is to compose and produce music for video games and other media.

What I like about interactive music and sound is that it gives video games a soul. A soul a player can connect to as a human being, making the experience come to life and feel real. An experience that transcends the boundaries of the medium and creates emotional and lasting memories within the player.

I bring a unique combination of skills. Being both a musician and entrepreneur with a background in software development, I'm a valuable addition to any game development team. I take care of the sound design, music and/or audio integration within time and budget. I understand the complexity and dynamics of working in software development teams and know what it takes to get things done.

Work experience

06/2018 – present

● **Composer & Sound Designer**
Lonebeard, Utrecht, Netherlands

Lonebeard creates original music and sound design for video games and other media.

- Sound design
- Music composition
- Audio integration (FMOD/Wwise/Unreal)
- Sonic branding

01/2013 – 08/2018

● **Co-founder & CTO**
Simacan B.V., Amersfoort, Netherlands

- Co-founder & Chief Technical Officer (CTO) of a highly successful logistics and real-time traffic information startup.
- Responsible for AWS Microservices backend stack (24x7 99.9% availability)
- Implementation of ISO 27001
- Sales, Marketing & HR
- <https://www.simacan.com>

05/2010 – 05/2013

● **Co-founder & CTO**
Foundation QuestionMark, Amsterdam, Netherlands

- Co-founder and Chief Technical Officer (CTO) of the start-up not-for-profit QuestionMark.
- QuestionMark rates the sustainability of consumer products, measuring a product's impact on health, the environment, social and animal well-being.
- Winner of the Dutch National Postcode Lottery Dream Fund Challenge 2012.
- See <http://www.thequestionmark.org>

07/2006 – 04/2010

● **Product Owner, Online Service Delivery Platform**
TomTom, Amsterdam area, Netherlands, Netherlands

Work experience

- Product owner and one of the architects of a global service platform delivering over-the-air services such as real-time traffic to millions of TomTom personal and in-dash navigation devices.
 - Founding member of the TomTom Works Council.
 - Organizer of the TomTom Developers Day.
- 03/2002 – 05/2006
- Software Engineer**
LogicaCMG, The Hague, Netherlands
- Lead Developer, Mobile Traffic Services (MTS). MTS is a service which extracts traffic information out of the mobile phone network (based on technology acquired by TomTom).
 - Lead Developer of Dutch nationwide real-time traffic management system for the Ministry of Transport.
- 01/1996 – 01/2000
- Composer**
Logic Audio Music Production, The Hague, Netherlands
- Video game composer
 - Music production for radio stations (jingle/leaders)
 - Mixing engineer for local radio station
- 01/1995 – 1998
- Sales, Keys & Synthesizers**
Music Store, Rotterdam, Netherlands
- Advising customers on the purchase of keyboards, synthesizers and on music production with computers.
-

Education

- 06/2018 – 04/2019
- Professional Game Audio Design and Production**
Berklee College of Music, Boston, US
- By the program's end, the student will have developed a solid foundation of sound production and engineering skills that will prepare them to work at a game development company or as a freelance game audio professional.
- 1992 – 1996
- Technical Computer Science**
Poly Technical School, Crabeth College, Gouda, Netherlands
- Electric Engineering
 - Industrial Automation
 - Software Engineering
- 1988 – 1992
- HAVO**
RSG Gouda, Gouda, Netherlands
-

Certificates

- 04/2019
- Professional Game Audio Design and Production**
Berklee College of Music
- 07/2017
- Facilitator of the Lego Serious Play method**
Bricks and Business
-

Skills

- Music Composition Sound Design Audio Middleware Wwise/FMOD/Unreal Video Editing
- Software Design SCRUM Software Development
-

Strengths

Friendly

Enthusiastic

Loyalty

Humor

Compassionate

Inspirational

Teamwork

Communicative

Creative thinking

Action oriented

Generating ideas

Fast learning

Hobbies



Playing video games



Playing keys in a band



Brewing my own beer



Hiking & Trekking



Tour cycling



Diving

Social Media & Websites



FelixFaassen



@lonebeardaudio



@lonebeardaudio



/felix.faassen



traqmusic.com
