

Fabian Fabro

Technical Sound Designer / Audio Software Engineer

<https://fabian-fabro.netlify.app/>
fabrofabian@gmail.com
<https://github.com/fihra>
<http://linkedin.com/in/fabian-fabro>
808-232-3139

Projects

Multo ilaw || [Github](#) | [Video](#) | [Itch.io](#) : Solo Developer/Audio Designer June 2021

Unity 2D platformer game where you play as Multo to bring a light to a village to ward off the evil spirits.

- + Implemented audio in Wwise, utilized RTPC for player cooldown, used state group to control interactive music change

- + Developed gameplay functionality and designed art assets in Piskel & Paint.NET

- + Composed the music in Reaper & designed sound effects with procedural audio in Wwise

Saranay VST || [Github](#) | [Video](#) | [Itch.io](#) : Audio Developer May 2021

A Kontakt Virtual Instrument audio plugin of a traditional Filipino instrument.

- + Recorded samples of the Saranay and mapped note samples

- + Scripted with KSP for UI functionality to change ADSR, reverb, and other audio effects

- + Designed UI knobs & art assets with Paint.NET and connected assets with KSP

Ritsu & Mochi || [Github](#) | [Video](#) | [Demo](#) : Technical Sound Designer January 2021 - March 2021

Unity puzzle game where you play as Ritsu to control the robot Mochi, exploring a robot factory

- + Collaborated in a team of 8 from different backgrounds in art, programming, & music

- + Designed the sound effects & communicated with the composer with how the music should change based on the player's progression of the puzzles

- + Implemented proximity distance of sound for objects in FMOD (volume automation)

Skills

Audio Middleware/Tools: Wwise, FMOD, Reaper, Musescore

Game Engines: Unity, Unreal Engine, RPGMaker MV

Languages/Frameworks: C#, UE Blueprinting, Kontakt KSP, HISE, Javascript, React, Python, Git

Education

Flatiron School, Seattle, WA - 15- week intensive coding bootcamp in Software Engineering 2019

University of Hawai'i, Honolulu, HI - B.A. in Music & Anthropology 2016

Experience

Freelance Game Audio, Remote - Technical Sound Designer 2019 - Present

- + Implement music & sound effects with Wwise/FMOD, then integrate into Unity/UE Engine

- + C# scripting (Unity) & Unreal Engine Blueprinting to connect audio assets

- + Collaborate in teams with creators (programmers, artists, writers, etc.) remotely to build & ship games

- + Working in Agile Framework with asset planning

Freelance Music, Remote - Composer, Arranger, Musician 2016 - Present

- + Arrange & record live instruments for collaborative albums by video game music organizations, GameGrooves & Materia Collective

- + Compose music & design SFX for games & game asset stores

SoKnow Studio, Honolulu, HI - Piano Instructor 2016 - 2017

- + Taught piano & music theory to children & teenagers in one-on-one private lessons

- + Prepared lessons plans & learning material

Volunteer

JSConfHI, Honolulu, HI - Javascript Conference February 2020

- + Helped manage & cater for 100+ attendees