

Fabian Fabro

Fullstack Software Engineer

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[LinkedIn](#) | [Github](#) | [Portfolio](#) | [Blog](#)

Technical Projects

Jam Out- [Front End](#) | [Back End](#) | [Video Demo](#)

Music web app, allows users to create their own music loop and play along on the app's piano to their loop

- + Built with React.js Hooks, Blueprint.js, kiwi orbits, frontend and Django REST API backend
- + Implemented useReducer & useContext to manage state from the backend data
- + Integrated Tone.js for the piano, drum machine, and loop sequence

Asteroid Defense - [Github](#) | [Video](#)

A 2D Top-down Spaceshooter game

- + Built in Unity Engine using C# and Wwise for audio integration with originally composed music & designed SFX
- + Implemented Object-Oriented programming for managing the player's state as they interact with any objects in-game
- + Integrated AI control functionality for the non-player objects when interacting within the game's world

Culture Awareness 101 - [Github](#) | [Demo](#)

SPA that shares random facts of African American Creators in different forms of media

- + Built with React.js Hooks & Material-UI styling
- + Implemented Cheerio & Request to web scrape information from 6 different websites
- + Utilized React Hooks to manage state with the web scraped data

Education

Flatiron School, Seattle, WA - *Software Engineering* - 2019

University of Hawaii, Honolulu, HI - *B.A. in Music & Anthropology* - 2016

Skills

Languages: Javascript, C#, Python, Ruby on Rails, SQL, HTML, CSS, Git

Tools: React Hooks, React-Redux, Node.js, Express, ASP.NET, Django, SQLite3, MongoDB, PostgreSQL, Heroku, Material UI, Semantic UI, Unity, Unreal Engine, Wwise, FMOD

Methodologies: MVC (Model-View-Controller), Functional Programming, OOP (Object-Oriented Programming), Restful Routes API, Agile framework

Experience

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

- + Implement music and sound effects assets with audio middleware (Wwise/FMOD) then integrate into Unity/Unreal Engine
- + C# scripting (Unity) & Blueprinting (Unreal Engine) to connect the audio assets
- + Collaborate in teams with creators from different skilled backgrounds (programmers, artists, writers, etc.) via remotely to build and ship games
- + Working in Agile Framework flow with asset planning

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

- + Arrange & record live instruments for collaboratively released albums by video game music organization label, Materia Collective
- + Compose music and design SFX for games & game asset stores

SoKnow Studio, Honolulu, HI - *Piano Instructor*

2016 - 2017

- + Taught piano and music theory to children and teenagers in one-on-one private lessons
- + Prepared lessons plans and learning material

Volunteer

JSConfHI, Honolulu, HI - *Javascript Conference, February 2020*

Community Involvement

Materia Collective - Video game music label organization

GameGrooves - Video game music journalist connecting with the game music community

Seattle Indies - Game development community based in Seattle

Diversity Collective + - An inclusive community in Seattle supporting diversity and inclusion for minorities in game dev & VR/AR/XR