Fabian Fabro

Technical Sound Designer | Composer | Software Engineer

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Projects

Asteroid Defense April 2020 - present

Github: github.com/Fihra/Asteroid-Defense

Video: youtu.be/rDpsfB2TOX0

+ Solo 2D space-shooter Unity game project implementing with Wwise

+ Compose original music, controlling layered themes with state groups based on player's score

+3D panning attenuation space of asteroid's explosions and player's laser

+ Design and mix sound effects with Reaper

DIY or Die January 2020

Github: github.com/DIY-or-Die/diy-or-die

Play: globalgamejam.org/2020/games/diy-or-die-5

+ Collaborated in a team of 7 to build a Unity game

+ Communicated with the composer to create music layers based on the health parameters changing

+ Created prefabs to control FMOD health parameters in C# scripts

+ Designed and mixed sound effects in Reaper

FMOD Audio Integration Demo *November 2019-January 2020*

Github: github.com/Fihra/FMOD-Audio_Integration_Demo

Video: youtube.com/watch?v=cNpKzpzEpts

+ Built a walking simulator to showcase parameter colliders

+ Implemented C# scripts to control parameter box colliders with the music

+ Added loop regions and transition control in FMOD

+ Composed and mixed the music in Musescore and Reaper

Experience

Freelance Technical Audio August 2019-present
Technical Sound Designer

+ Implement audio assets using Wwise or FMOD
+ Integrate audio into Unity and code C# scripts to function in-game
+ Build small game projects (mostly Unity) to connect game functionality and art/animation with audio
+ Design sound effects using personal Foley recordings, online resources, and Reaper

Materia Collective June 2016-present
Arranger & Recording Musician

+ Arrange game music, orchestrating sheet music parts on Musescore
+ Collaborate & communicate with musicians remotely
+Record instrumental tracks (Bass guitar, Piano, Bandurria, Laud, Octavina, Kulintang) for my arrangements or for other requested musicians' arrangements
+Release collaborative albums through streaming platforms within deadlines
+ Was highlighted from Kotaku's "Video Game Menu Music Gets Its Own Tribute Album" (2019) article for my Doki Doki Literature Club arrangement

Freelance Music June 2016-present
Composer & Arranger

+ Score sheet music on Musescore with mixing, mastering, and recording on Reaper
+ Communicate with game developers and animators on how music should be portrayed
+ Composed for featured animated film at Hawai'i International Film Festival (HIFF) & Cultural Animation Film Festival 'Kai and Honua' (2018) dir. By Kari Noe
+ Composed for featured animated film at HIFF (2017) dir. By Alfred Chan

Education

Flatiron School Seattle, WA
Software Engineering
2019

University of Hawai'i at Manoa Honolulu, HI
BA in *Music and Anthropology*

2016

Volunteer

JSConf HI 2020 - Javascript Conference

Skills

+ **Audio Middleware**:
 FMOD, Wwise

+ **Programming Languages/Frameworks**:
 C#, Blueprinting, Javascript, React-Redux, Python,
 Django, Ruby on Rails

+ **Game Engines**:
 Unity, Unreal Engine, RPGmaker MV

+ **Audio Tools**:
 Reaper (DAW), Musescore

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