

Fabian Fabro

Software Engineering & Technical Audio

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Skills

Languages: Javascript, C#, Python, Ruby, SQL, HTML, CSS

Frameworks: React, Django, ASP.NET, Electron, Ruby on Rails, Material UI, Unity, Unreal Engine

Tools: Node.js, Express, Git, Heroku, Netlify, Kontakt KSP, Wwise, FMOD, Reaper

Databases: MongoDB, SQLite, PostgreSQL

Projects

Music Leftovers || [Github](#) : Full-Stack Engineer

May 2021

A mock E-commerce web app for selling my audio equipment

+ Built with React, Material UI, Email.js, Stripe.js, and Node.js

+ Managed state with React Hook reducers

+ Implemented Stripe.js to handle payment methods by sending post requests to Node.js

Learn Filipino Rondalla || [Github](#) | [Website](#) : Frontend Engineer

April 2021

React website that teaches about Filipino Rondalla, a traditional music style from the Philippines

+ Used hash objects to organize the file asset imports when creating the components

+ Utilized React-Alice-Carousel for image switching

+ Built alongside with HTML and CSS for styling

Jam Out || [Front End](#) || [Back End](#) || [Video Demo](#) : Full-Stack Engineer

September 2020 - December 2020

Web app allowing users to create music loops & play along on its digital piano

+ Built with React, Blueprint.js, & Orbit in the frontend & Django with PostgreSQL in the backend

+ Utilized React hooks for state management

+ Used Tone.js for piano, drum machine, & loop sequence features with music writing & playback

Education

FreeCodeCamp - Javascript Algorithms and Data Structures Certification (300 Hours)

December 2020

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

August 2019

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

December 2016

Experience

Freelance Game Audio - Technical Sound Designer

2019 - Present

+ Implement music & sound effects with audio middleware (Wwise/FMOD), then integrate into Unity/Unreal Engine

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

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

+ Working in Agile Framework with asset planning

Freelance Music - Composer, Arranger, Musician

2016 - Present

+ Arrange & record live instruments for collaborative albums by video game music organization, 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