

Fabian Fabro

Software Engineering & Technical Audio

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Projects

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

February 2021 - Present

Desktop app allowing users to create a playlist of their favorite music and manipulate the playback

- + Building with Electron, Node.js, Javascript, HTML, and CSS
- + Utilizing the Web Audio API in control of any audio functionality
- + Connecting Web Audio API to the Canvas API to display the waveform from the audio signals and frequencies

Ritsu & Mochi || [Github](#) | [Video](#) | [Demo](#) : Technical Sound Designer/Audio Implementer

January 2021 - Present

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

- + Collaborating in a team of 8 from different backgrounds (art, programming, music) to build a game in 48 hours for the annual Global Game Jam
- + Designing sound effects & communicating with the composer with how the music should change based on the player's progression of the puzzles
- + Implementing proximity distance of sound for objects in FMOD (distance of player to objects automates volume)

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

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, Wwise, FMOD, Reaper

Databases: MongoDB, SQLite, PostgreSQL

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, Remote - 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, Remote - 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