

Fabian Fabro

Technical Sound Designer / Audio Software Engineer

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Projects

Saranay Virtual Instrument || [Github](#) : 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)

Asteroid Defense || [Video](#) | [Github](#) : Solo Developer/Audio Designer

April - September 2020

Unity 2D Space-shooter game where you shoot down falling asteroids hurtling towards Earth.

- + Developed the gameplay functionality and drew small art assets
- + Implemented the audio in Wwise, integrating into prefabs in Unity
- + Composed the music, designed and mixed sound effects in Reaper

Skills

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

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