

# Fabian Fabro

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## Technical 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

## Technical Projects

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

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
- + Utilized React Hooks to manage state with the web scraped data

**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

**Hear Me Out** - [Github](#)

Web app for a directory of musicians, songwriters, sound designers, any audio related role.

- + Built in MERN stack (MongoDB, Express, React-Redux, Node.js)
- + Implemented Auth and Bcrypt for login protection routes
- + Implemented JWT and axios in the backend for session storage and API calls

**Instrument Collection** - [Front End](#) | [Back End](#)

Web app that curates a list of instruments & allows users to blueprint their selected of instruments on a concert stage

- + Built in React.js front end with custom CSS and C# ASP.NET REST API backend with MongoDB database
- + Implemented React-Redux to manage state, Axios for fetch get/post calls, & React-Konva for blueprinting instruments on a canvas
- + CRD actions implemented for the instruments & utilized MongoDB Driver to persist data

## Employment

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

2019 - Present

- + Implement music and sound effects assets into 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 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
- + Composed music for animated films, 'Kai and Honua' featured in HIFF 2018 & CAFF 2019 & 'Artblock'

**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

## Education

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

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

## Volunteer

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

## Community Involvement

**Materia Collective** - *Video game music label organization*

**GameGrooves** - *Video game music 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*