

Fabian Fabro

Technical Audio Designer / Composer / Software Engineer

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Projects

Ritsu & Mochi || [Github](#) | [Video](#) | [Demo](#) : Technical Sound Designer/Audio Implementer January 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 (art, programming, music) to build a game in 48 hours for the annual Global Game Jam
- + 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 (distance of player to objects automates volume)

Night of the Lesbian Vampires || [Itch.io](#) : Composer/Sound Designer/Dialogue Audio Editor September - October 2020

3rd Place Winner Spooktober Visual Novel Game Jam, you play as Mina in a horror dating sim

- + Collaborated in a team of 9 from different backgrounds (art, programming, writing, voice acting) to build a Ren'Py game
- + Composed the music, designed the sound effects, and edited over 600 lines of dialogue from 3 voice actors
- + Mixed and mastered all of the audio in Reaper

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: Wwise, FMOD

Audio Tools: Reaper, Musescore

Game Engines: Unity, Unreal Engine, RPGMaker MV

Programming/Frameworks: C#, Unreal Engine Blueprinting, Javascript, React, Python, Django, Ruby on Rails

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 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