

Fabian Fabro

Software Engineering & Technical Audio

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Projects

Jam Out || [Front End](#) || [Back End](#) || [Video Demo](#) : Full-Stack Engineer September 2020 - present

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

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)

Culture Awareness 101 || [Github](#) || [Demo](#) : Front-End Engineer June 2020

SPA that shares random facts of African American Creators in different forms of media

+ Built with React.js Hooks & Material-UI

+ Implemented Cheerio & Request to web scrape information from 6 different websites

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

Skills

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

Frameworks: React, Django, ASP.NET, 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