

# Fabian Fabro

Technical Sound Designer | Composer | Software Engineer

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**Github:** [github.com/fihra](https://github.com/fihra)

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## Projects

### Asteroid Defense April 2020 - present

**Github:** [github.com/Fihra/Asteroid-Defense](https://github.com/Fihra/Asteroid-Defense)

**Video:** [youtu.be/rDpsfB2TOX0](https://youtu.be/rDpsfB2TOX0)

- + Solo 2D space-shooter Unity game project implementing with Wwise
- + Compose original music, controlling layered themes with state groups based on player's score
- + 3D panning attenuation space of asteroid's explosions and player's laser
- + Design and mix sound effects with Reaper

### DIY or Die January 2020

**Github:** [github.com/DIY-or-Die/diy-or-die](https://github.com/DIY-or-Die/diy-or-die)

**Play:** [globalgamejam.org/2020/games/diy-or-die-5](https://globalgamejam.org/2020/games/diy-or-die-5)

- + Collaborated in a team of 7 to build a Unity game
- + Communicated with the composer to create music layers based on the health parameters changing
- + Created prefabs to control FMOD health parameters in C# scripts
- + Designed and mixed sound effects in Reaper

### FMOD Audio Integration Demo November 2019-January 2020

**Github:** [github.com/Fihra/FMOD-Audio\\_Integration\\_Demo](https://github.com/Fihra/FMOD-Audio_Integration_Demo)

**Video:** [youtube.com/watch?v=cNpKzpzEpts](https://youtube.com/watch?v=cNpKzpzEpts)

- + Built a walking simulator to showcase parameter colliders
- + Implemented C# scripts to control parameter box colliders with the music
- + Added loop regions and transition control in FMOD
- + Composed and mixed the music in Musescore and Reaper

## Experience

### Freelance Technical Audio August 2019-present

*Technical Sound Designer*

- + Implement audio assets using Wwise or FMOD
- + Integrate audio into Unity and code C# scripts to function in-game
- + Build small game projects (mostly Unity) to connect game functionality and art/animation with audio
- + Design sound effects using personal Foley recordings, online resources, and Reaper

### Materia Collective June 2016-present

*Arranger & Recording Musician*

- + Arrange game music, orchestrating sheet music parts on Musescore
- + Collaborate & communicate with musicians remotely
- + Record instrumental tracks (Bass guitar, Piano, Bandurria, Laud, Octavina, Kulintang) for my arrangements or for other requested musicians' arrangements
- + Release collaborative albums through streaming platforms within deadlines
- + Was highlighted from Kotaku's "Video Game Menu Music Gets Its Own Tribute Album" (2019) article for my Doki Doki Literature Club arrangement

### Freelance Music June 2016-present

*Composer & Arranger*

- + Score sheet music on Musescore with mixing, mastering, and recording on Reaper
- + Communicate with game developers and animators on how music should be portrayed
- + Composed for featured animated film at Hawai'i International Film Festival (HIFF) & Cultural Animation Film Festival 'Kai and Honua' (2018) dir. By Kari Noe
- + Composed for featured animated film at HIFF (2017) dir. By Alfred Chan

## Education

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

**University of Hawai'i at Manoa** Honolulu, HI  
BA in *Music and Anthropology*  
2016

## Volunteer

**JSConf HI 2020** - Javascript Conference

## Skills

- + **Audio Middleware:**  
FMOD, Wwise
- + **Programming Languages/Frameworks:**  
C#, Javascript, React-Redux,  
Ruby on Rails, C++, JUCE
- + **Game Engines:**  
Unity, RPGmaker MV
- + **Audio Tools:**  
Reaper (DAW), Muscore

## Community Involvement

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

**GameGrooves** - Video game music journalist connecting with the game music community

**Seattle Indies** - Game development community based in Seattle