Fabian Hee

Founder/CEO

Process Optimization
Automation
Technical Systems

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Selected Writing & Accolades

Deploying Shiny for Python apps built with Tapyr to Posit Connect

The Power of Transitioning to a '-verse' Approach in R Package Development

Appsprints & Distributed Teams: R Shiny App Development

Best Sound - Nowhere (UK)
IFilmmaker International Film Festival, Spain

Grand Prize Winner - Defenders of the Rainforest (Malaysia)
Sarawak Movie in the Rainforest Short Film Competition, Malaysia

Core Skills

Process Optimization
Workflow Automation
AI-assisted Content Pipelines
R/Shiny
Python
Linux
Docker
Jenkins
Git
JIRA
UX-Focused Dashboards
Localization QA
Technical Documentation

PROFESSIONAL SUMMARY

Founder and technical leader with 17+ years of experience building automation-driven branding, content, and analytics systems. Currently leading T.L Studio with a focus on process optimization, AI-assisted workflows, and scalable social media operations.

Backed by deep experience in data application development (R/Shiny), DevOps, localization QA, and globally distributed team collaboration.

Known for designing repeatable systems that reduce manual effort, improve consistency, and scale output without increasing headcount.

Founder Experience — Process Optimization & Automation

T.L Studio Company — *Founder/CEO*
JUL 2025 - PRESENT, Malaysia

- Designed and implemented **automation-first social media and branding workflows**, reducing manual effort by **50–70%**.
- Built **repeatable content pipelines** integrating editing, scheduling, analytics, and repurposing, significantly improving posting consistency and turnaround time.
- Applied engineering-style process optimization to branding operations, enabling **scalable multi-platform output** without proportional increases in workload.
- Leveraged **AI-assisted tooling** to accelerate ideation, editing, and transformation of long-form content into short-form assets.
- Repositioned the studio as a **technical–creative hybrid**, focusing on systems, automation, and operational leverage rather than manual production.

T.L Studio Company — *Founder/Creative Director*
FEB 2014 - JAN 2019, Malaysia

- Founded and led a creative studio delivering end-to-end media projects across audio, video, and digital platforms.
- Managed full production lifecycles, consistently delivering projects on time and within scope.
- Led and mentored audio post-production teams, improving output quality and workflow efficiency.
- Built long-term client relationships through clear communication, expectation management, and reliable delivery.

Education & Certifications

BEng in Electronic & Electrical Engineering
University of Leeds, UK

Diploma in Electronic & Electrical Engineering
INTI College Sarawak, Malaysia

Hands on Clinical Reporting Using R
2025

Google Translator Toolkit Training
2019

TEFL Certification

Technical Foundation & Systems Engineering

Appsilon — *R/Shiny Developer (Consultant)*
JUL 2022 - JUN 2025, Remote

- Delivered **6+ client-facing R/Shiny applications** supporting analytics workflows and executive decision-making.
- Enabled **60% faster insight turnaround** through improved dashboard performance, data refresh strategies, and UX clarity.
- Reduced long-term maintenance overhead by **~50%** via guidance on scalable architecture, modularization, and coding standards.
- Accelerated onboarding for client teams by **~30%** through clear, reusable technical documentation.
- Increased content reach and inbound leads through technical blog posts and marketing assets translating complex topics for non-technical audiences.

X-FAB — *Senior Engineer (R/Shiny, DevOps)*
JUN 2020 - JUN 2022, Malaysia

- Built and maintained **10+ production R/Shiny dashboards** used by distributed data teams across **DE, FR, US, and MY**.
- Improved reporting speed by **30–50%** by optimizing data pipelines and interaction patterns.
- Increased platform reliability and reduced environment-related incidents by **~40%** through standardized Linux server administration.
- Cut deployment time from **hours to minutes** and reduced release failures by **~50%** by implementing CI/CD pipelines with Jenkins and Docker.
- Established reusable engineering standards through documentation of architectures, workflows, and best practices.

Creative Technology & Media

Boomzap Entertainment — *Sound Designer*
APR 2012 - JAN 2014, Remote

- Created sound design assets used across multiple game projects and franchises.
- Improved production consistency by maintaining centralized audio libraries.
- Reduced onboarding time for new hires by training junior audio staff.
- Supported stable releases by performing regression testing on game builds.

AMUSE Network — *Freelance Sound Design Checker*
FEB 2019 - JUN 2019, Remote

- Ensured broadcast-ready audio quality for children's online programmes through final-stage QA checks.

Localization, QA & Language Technology

Welocalize — *Freelance Lead Transcreator (English - Malay)*
FEB 2019 - PRESENT, Remote

- Delivered high-quality transcreation and localization for mobile apps, games, and websites targeting Malay-speaking markets.
- Improved linguistic quality and reduced post-release issues by executing structured LQA workflows using JIRA.
- Ensured brand and terminology consistency through systematic proofreading and review processes.
- Streamlined collaboration between client and translation teams by resolving linguistic and workflow issues early.

Enzyme Testing Labs — *Linguistic Video Games Tester*
FEB 2008 - DEC 2008, Quebec, Canada

- Identified and reported linguistic and functional defects in game builds using industry-standard LQA and FQA methodologies.
- Contributed to higher localization quality and smoother releases by following structured QA reporting processes.