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My name is Fabián Balmaceda Rescia and I am from Costa Rica. I was born and brought up in Heredia. I completed college at the University of Costa Rica. I had developed a keen interest in computers in the school itself and eventually pursued my education that directed my career opportunities to the IT industry. I completed my graduation in Computer Science and Multimedia, and I'm doing a minor degree in 3D Animation and then started preparing for Masters in Artificial Intelligence. As of now, I am a professional computer programmer with knowledge of various multimedia programs like Blender, Unity 3D, Unreal, Maya. I had work in web development projects with Angular, ReactJs, AdonisJs, Laravel, NodeJs, Drupal and Wordpress. I have experience in, C#, PHP, Java, JS, and Python. Apart from programming, I like participating in art and cultural events and I have a passion for sport and training.

I love working with Game and multimedia technologies. I work in the development of super combat fighter I add new game modes, fixing bugs and mechanics and game testing in Unity. We develop a stable version for YouTubers and we presentate the game in PAX West 2018 and launch a Kickstarter campaign. I would enjoy bringing my skill set and enthusiasm to niantic. I also have experience with 3D programs like Maya and Blender, currently i'm doing a Licentiate degree in 3D Animation at the University of Costa Rica expect to end in December 2019 and I planning to do a master degree in AI in the future, I would like to improve my skills and learn new ones with niantic.

With my determination, passion for multimedia development and ability to learn new technologies, I believe I am a good candidate as a Senior Software Engineer.

Thank you for your consideration and I look forward to hearing from you soon. *Fabián Balmaceda Rescia.*