Fabián Balmaceda Rescia San Jose, Costa Rica | Age: 24

Cel: (+506) 85923757 | fabianbalmaceda2@gmail.com

Linkedin | GitHub

PROFESSIONAL SUMMARY

A Full Stack Developer with experience in ReactJS, Laravel, NodeJS, Drupal, C#, Unity 3D, JAM Stack. Honours Bachelor's degree in Multimedia, and computer science. Possesses diverse experience constructing multiple scalable applications with different tech stacks. Adept at reading the requirements of the clients and delivering projects accordingly. Demonstrates the capability of maintaining code by fixing bugs and conducting end-to-end testing. Skilled at collaborating with team members to ship beautiful products within deadlines. Looking forward to applying the acquired skills in a challenging role.

EXPERIENCE

• Web developer | Self-employment | (Jan 2019 - April 2020)

Designed and implemented a serverless dashboard in Node JS, to manage and track export fruit packages, and a React Native app that scans the package barcode, and requests data to the server in APIs RESTful and GraphQL; utilize in Ecuador, Costa Rica, and China.

Full-stack developer of <u>icc.fce.ucr.ac.cr</u> with a teamwork of 3. Designed and implemented the content structure, APIs RESTful, and theming in Drupal 8, React JS. This an interactive political website, for exhibit city proficiency base on social, political, and economical variables.

• C# developer | Self-employment | (May 2018 - Dec 2018)

Engineering an <u>open-source C# library</u> for digital billing system (Costa Rica laws), to broadcast invoices to the government tax system.

Implemented in two C# .Net desktop app in 8 months while acquiring the law's requirements; employed in a local tool store and a fast-food restaurant.

• C# developer | Headless Chicken Games | (May 2018 - Oct 2018)

Game programmer of a <u>retro combat video game</u> in Unity 3D. Refactored/Optimizing the game to bring new fight modes, repair bugs, mechanics, and testing. Implemented a stable version for YouTubers, PAX West 2018, and Kickstarter campaign.

• Web developer | University of Costa Rica | (Aug 2015 - Nov 2017)

Implemented a Linux packages cache server for the internal network of the University, reducing bandwidth and time to update the labs from nights to minutes. Full Stack developer of the <u>University's website</u>. Designed and implemented the content structure and theming in Drupal 7. Maintenance of the labs, cleaning computer hardware, updating, and installing software required by the professors.

EDUCATION

- Licentiate degree, 3D Animation.
 University of Costa Rica | (2019 2020)
- Honours Bachelor's degree, Multimedia, and computer science.
 University of Costa Rica | (2014 2019)

SKILLS

Web

Angular, React JS, Redux, JavaScript, Typescript, Laravel, NodeJS, MySQL, jQuery, CSS3, SCSS, LESS, Drupal, WordPress, Agile, Design, JIRA, Git.

Languages

C#, PHP, Java, JS, ES6.

Multimedia

Blender, Unity 3D, Unreal, Maya.

General

Mobile game developer. Full Stack developer. C# Desktop app developer.

LANGUAGES

English: 85Spanish: 100Italian: 70

SIDE PROJECTS

• React JS reading trainer

React JS app with multiples drills to improve the reading speed.

• Punto, Mobile game

Develop in Unity 3D. Implement a Math Polar system and complete an Android game in 1 month.

• Infinite runner driving game

Develop in a 24hrs Game Jam by a group of 2. Chrono Streets is an unusual kind of infinite runner driving game. Time slows down with you.

INTEREST

AI Deep learning, Web App Development, Game Development, Travel, Sports, Veganism.