



Scholarship program

Tuesday 1st, December, 2015

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Pamela Andrea Figueroa Peñaranda:

You are cordially invited by Gamester organization to participate in the 2015 edition of UBM's event "Game Developers Conference" at San Francisco City, California, from march 14th to 18th, 2016.

The game developers conference is the biggest game development event in U.S.A. It is open to the industry and to the public. Events include a festival, workshops, conferences, keynotes, an expo area, and numerous social events.

Game Developers Conference is held at Moscone Center. The expo area offers direct access to providers of services and products specific for game developers, and a unique opportunity to play and preview the latest innovative video games and rub shoulders with the creators of the newest games, as well as legends from across the industry.

This year, UBM maintains their scholarship program for the GDC16. The program distribute passes to GDC16 through institutions and organizations worldwide. Gamester through its GameWorkJam entrepreneurship program is part of this organizations network **and you've been selected for a full pass to GDC15 with access to workshop days, conference area and expo.**

Gamester is a not-for-profit organization serving individuals who create video games, and is dedicated to improving developers' careers and lives through community, professional development, and advocacy. Game Work Jam is a free entrepreneurship and colaborative development training program. GDC has been donating passes for students since 2001.

We sincerely hope that you will enjoy the event, and will take all the opportunities to learn and evolve.

Sincerely,

Guillermo Alvaro Averbuj
Director GameWorkJam, Fundador Gamester
Dni: 26801174

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