Nathan Castro

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EDUCATION

Brigham Young University, College of Physical & Mathematical Sciences

Provo, UT

Bachelor of Computer Science

Jan 2021 - Apr 2025 Expected

- Relevant Coursework: Data Structures, Discrete Structure, Computer Systems, Intro to Computational Theory
- Organizations: Competitive Programming Club
- Awards: 2023 HSF Scholar

EXPERIENCE

4Life Research Sandy, UT (Remote)

Bilingual Customer Service Representative

Jan 2021 - Jan 2022

- Maintained above 90% productivity by providing excellent customer service in a timely manner.
- Kept a 4.5 star quality survey average by attentively listening to customers and making sure all issues were resolved.
- Effectively communicated with customers worldwide in both Spanish and English, adhering closely to company policies.

The Church of Jesus Christ of Latter Day Saints - Brazil Santos Mission

Santos, SP, Brazil

Volunteer Representative, Executive Secretary, Financial Secretary

Sep 2018 - Nov 2020

- Renewed and managed visas for more than 70 volunteers from all over the American continent.
- Oversaw financial and office functions for the organization and its over 140 volunteers.
- Coordinated the immediate departure of all foreign volunteers within 12 hour notice due to pandemic.

PROJECTS

Cloud-Based Game Server Deployment

Apr 2023

- Deployed game server/management panel using Oracle's Cloud Infrastructure and Pterodactyl Panel.
- Configured a Virtual Machine Instance in a Linux Environment on Oracle Cloud for hosting servers and panel.
- Optimized setup and maintenance processes with Linux tools such as SSH and Bash Scripting.

Personal Website May 2022

- Built a website to experiment with technologies and host my personal/school projects using JavaScript and HTML/CSS.
- Modeled a selection screen with clickable 3D objects using **Three.js** and published the website using **Github Pages**.
- nathanjcastro.com

Google Forms Submission Organizer

Apr 2020

Financial Secretary (Brazil Santos Mission)

- Reduced time-consuming task from 2 hours to 15 minutes by creating a program in **python** that downloads and sorts images submitted through google forms. The images are renamed and sorted to be used and printed as financial records.
- Used tkinter, pandas and google-auth to create GUI, sort through data, and enable google authenticated downloads.

Traffic Game Apr 2018

- Designed a 3D traffic simulator game using **Unity** game engine for submission at the Utah Digital Media Arts Festival.
- Created 6 different scripts in C# for game logic, player movement and collisions, with thorough documentation.

Digital Media Portfolio

Sep 2017 - May 2018

- Completed multiple projects in the **Adobe** and **Autodesk** Suites and was awarded a certificate in Digital Media.
- nathancastroblog.wordpress.com

SKILLS

- Languages: English, Spanish, Portuguese
- Programming Languages: C/C++, Python
- Tools/Technologies: Excel, Photoshop, Premiere, Illustrator, Maya, Inventor, Unity, Git