

Nathan Castro

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EDUCATION

Brigham Young University , College of Physical & Mathematical Sciences	Provo, UT
Bachelor of Computer Science	2021-2025 Expected
<ul style="list-style-type: none">Cumulative GPA: 3.03/4.0Relevant Coursework: Data Structures, Computational Linear Algebra, Calculus 2	

EXPERIENCE

4Life Research	Sandy, UT
<i>Bilingual Customer Service Representative</i>	Jan 2021 - Jan 2022
<ul style="list-style-type: none">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.Accurately provided information to Spanish and English speaking customers worldwide by closely following company websites and policies.	
The Church of Jesus Christ of Latter Day Saints - Brazil Santos Mission	Santos, SP, Brazil
<i>Volunteer Representative, Executive Secretary, Financial Secretary</i>	Sep 2018 - Nov 2020
<ul style="list-style-type: none">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

Personal Website	May 2022
<ul style="list-style-type: none">Built a website to experiment with different technologies and showcase all my personal and school projects.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
<i>Financial Secretary (Brazil Santos Mission)</i> <ul style="list-style-type: none">Reduced time-consuming task from 2 hours to 30 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 libraries to create GUI, sort through data, and enable downloads that need google authentication.	
Traffic Game	Apr 2018
<ul style="list-style-type: none">Designed a 3D traffic simulator game using the Unity development platform.Created 6 different scripts in C# for game logic, player movement and collisions.Documented planning and development of game for submission at the Utah Digital Media Arts Festival.	
Digital Media Portfolio	Sep 2017 - May 2018
<ul style="list-style-type: none">Became competent in the Adobe and Autodesk Suites by completing a project in each main program.Documented all projects throughout the school year and was awarded a certificate in Digital Media.nathancastroblog.wordpress.com	

SKILLS

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