

Nathan Castro

n8cs11@gmail.com | 801-708-9542 | Provo, Utah 84601
github.com/11Nate11 | linkedin.com/in/nathanjcastro | nathanjcastro.com

EDUCATION

Brigham Young University, College of Physical & Mathematical Sciences Provo, UT
Bachelor of Computer Science Jan 2021 - Dec 2024 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.
- 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
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

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 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

- 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

- 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

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