

Nathan Castro

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EDUCATION

Brigham Young University, College of Physical & Mathematical Sciences

Provo, UT

Bachelor of Computer Science

Jan 2021 - Dec 2024 Expected

- Cumulative GPA: 3.03/4.0
- Relevant Coursework: Data Structures, Computational Linear Algebra, Calculus II
- Currently Taking: Computer Systems, Discrete Structure, Intro to Computational Theory
- Organizations: Competitive Programming Club

EXPERIENCE

4Life Research

Sandy, UT

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