

NATHAN DE CASTRO

Unity Developer

📍 Den Haag, Netherlands

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🌐 nathandecastro.com

📍 Yukisando

WORK EXPERIENCE

Unity VR developer & Information Security

🌐 MedicalVR

📅 Current

📍 Amsterdam, NL

- Help in the development of the MedicalVR Viewer, a software to visualize and interact with CT-Scans in virtual reality

Unity Game Developer

🌐 The Barn

📅 2019 - 2022

📍 Delft, Netherlands

- Built and shipped a virtual forum and communication platform: 🌐 Eventrum
- Re-created (and ported to WebGL) a team-building puzzle-based serious game
- Built and shipped a modular industrial machine training simulator

Unity Game Developer

Komodore64

📅 2019

📍 Den Haag, Netherlands

- Developed 2 online multiplayer block-chain games (PhotonSDK)
- Taught the art team how to build modular game assets to increase productivity

Virtual Reality Consultant & Assistant Game Developer

🌐 Virtual Reality Experiences

📅 2017 - 2019

📍 London, UK

- Set up and organized events for various clients (Team building exercises, Managing sponsors)
- Advised and Assisted with client-specific VR Application implementations

Goldsmiths Tech Society Committee Member

🌐 Hacksmiths Tech.

📅 2014 - 2017

📍 London, UK

- Organized and participated in many hackathons and Global Game Jams
- Gave speeches, setup workshops and demo sessions to students

SKILLS

Unity 2D, 3D, VR

Git, Agile

C++, LUA, JavaScript, Java

C, HTML, CSS, Python

MAX-MSP, Ableton Live, Adobe Audition

French, English

● ● ● ● ● ● 8 years

● ● ● ● ● ● 5 years

● ● ● ● ● ● 3 years

● ● ● ● ● ● 2 years

● ● ● ● ● ● 5 years

Native

EDUCATION / COURSES

Research in Game Development

First Class Honours (High Distinction)

University of Technology - UTS

📅 2018

📍 Sydney, Australia

- Built a Virtual Reality game to inspire further investigations into the challenges of the visually impaired
- Built a Virtual Reality application to help connect everyday tasks with their world repercussions

Bachelor of Computer Science

First Class Honours

Goldsmiths University

📅 2017

📍 London, UK

- Machine Learning
- Advanced Audio-Visual Processing
- Artificial Intelligence Programming (Path finding, targeting, etc)
- Advanced Graphics and Animation

BA in Media Music & Sound

First Class Honours

Edge Hill University

📅 2014

📍 Liverpool, UK

French Baccalaureate of Science

Specialization in Physics & Mathematics

Lycée Francais Vincent Van Gogh

📅 2013

📍 Den Haag, Netherlands

ONLINE CERTIFICATES

- C++ Programming - Certificate
🌐 EPFL
- C# Masterclass - Certificate
🌐 Udemy

ASSETS

- Lived in Canada, Singapore, France, Belgium, the Netherlands, Switzerland, the UK and Australia.
- As an event organizer, I am used to giving speeches, creating workshops, bringing people together and making them comfortable.