NATHAN DE CASTRO

Game Developer & Music Composer

🔗 nathandecastro.com   @ decastronathan@gmail.com   📍 Den Haag, Netherlands   ⌂ Yukisando

SKILLS

C#, Unity, Java
C, C++, LUA, JavaScript
HTML, CSS, Python

MAX-MSP, Ableton Live

Adobe Audition, Audacity
ProTools, MixCraft, Logic Studio

French, English

Spanish

WORK EXPERIENCE

Virtual Reality consultant Assistant game developer
Virtual Reality Experiences

📅 2017 – 2018   📍 London, UK

- Set up and organize events with clients.
- Assistant game developer.
- Setup team-building exercises.
- Managing sponsors.

Goldsmiths Tech Society Committee Member
Hacksmiths

📅 2014 – 2017   📍 London, UK

- Organized and participated in many hackathons and Global Game Jams.
- Gave speeches, setup workshops and demo sessions.
- Brought people together and made them feel comfortable.
- Ensured organization and safety.

PROJECTS

Human Statistics *[Prototype]*
- A Virtual Reality application with a unique take on environmental awareness.

Inkwell
- A Virtual Reality application built around the use of sensory deprivation to increase public understanding of the challenges following blindness and a potential alternative therapy method for people suffering from phobias.

Listen
- A Virtual Reality horror game focused on the use of live microphone input data (FFT) to create a uniquely immersive experience.

DS4 Sample
- Audio Interface that transforms any game pad into a multipurpose synthesizer made on MAX MSP

Portable mixing table
- A virtual mixing table for mobile meant to be strapped onto your arm that gives you access to various panels connected to a MAX MSP patch via OSC (UDP packages transferred via Bluetooth).

EDUCATION / COURSES

Research in Game Development
Highest Distinction

University of Technology

📅 2018   📍 Sydney, Australia

- An interactive VR application built to inspire further investigations into the challenges of the Visually Impaired.

Bachelor of Computer Science
First Class Honours

Goldsmiths University

📅 2017   📍 London, UK

- Machine Learning
- Advanced Audio-Visual Processing
- Game AI Programming
- Advanced Graphics and animation

BA in Media Music and Sound
First Year Only

Edge Hill University

📅 2014   📍 Ormskirk, UK

- Music theory
- Audio in Films

French Baccalaureate of Science
Specialization in Physics

Lycée Francais Vincent Van Gogh

📅 2013   📍 Den Haag, Netherlands

Online courses / Certificates

- C++ Programming - Certificate
  🔗 Coursera, EPFL
- C# Masterclass - Certificate
  🔗 Udemy

ASSETS

- Lived in Canada, Singapore, France, Belgium, the Netherlands, Switzerland, the UK and Australia.
- I Genuinely love what I do.
- As an gaming enthusiast, I like to contribute and create add-ons, plugins, sound effects and other small assets for game studios that encourage this behavior.
- As an event organizer, I am used to giving speeches, bringing people together and making them comfortable all while ensuring organization and safety.