

NATHAN DE CASTRO

Game Developer & Researcher

📍 Den Haag, Netherlands

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WORK EXPERIENCE

Unity Game Developer

Komodore64

📅 2019

📍 Den Haag, Netherlands

- Worked alone on 2 Online multiplayer blockchain games (Photon SDK)
- Crafted multiple game design documents

Virtual Reality Consultant & Assistant Game Developer

Virtual Reality Experiences

📅 2017 - 2018

📍 London, UK

- Set up and organized events for clients (Team building exercises, Managing sponsors, etc.)
- Advised and Assisted with client specific VR applications on Unity

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

SKILLS

Unity 2D, Unity 3D, Unity VR

Java

C++, LUA, JavaScript

C, HTML, CSS, Python, LaTeX

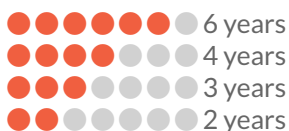
MAX-MSP, Ableton Live

Adobe Audition, Audacity

ProTools, FL Studio, Logic Studio

French, English

Spanish



Native
Conversant

PROJECTS

Human Statistics [Prototype] - Unity

- A Virtual Reality application with a unique take on environmental awareness.

Inkwell - Unity

- 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 - Unity

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

DS4 Sample - MAX-MSP / Ableton live

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

EDUCATION / COURSES

Research in Game Development

High Distinction

University of Technology - UTS

📅 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 & Sound

Completed 1st year - FCH

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.

- As an event organizer, I am used to giving speeches, bringing people together and making them comfortable all while ensuring organization and safety.

- I genuinely love what I do and I value feedback above all. I am not afraid to ask for help. Being honest gets the job done faster.