

# Nathan de Castro

## Personal Details

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## Work Experience

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July 2017 - September 2018 | Virtual Reality Consultant - Virtual Reality Experiences, London

## Education

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Current	Research in Game Dev and Computer graphics, UTS, University of Tech Sydney  Research Topic: Audio in Virtual Reality.
June 2017	BSc in Music Computing, Goldsmiths, University of London First Class Honours.  Third year modules: Machine Learning, Advanced Audio-Visual Processing, Game AI Programming, Advanced graphics and animation.
June 2014	BA in Media Music and Sound, Edge Hill University, Ormskirk Validated year.
July 2013	French Baccalaureat of Science, Lycée France Vincent Van Gogh, Netherlands  Specialized in Physics

## Programming Languages

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Proficient at: Unity(C#), C/C++, LUA, Java  
Knowledge of: PHP, Python, JavaScript, HTML, CSS

## Selected Projects & Games

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- Listen - Virtual reality horror game focused on the use of live microphone input data (FFT) to create a uniquely immersive experience.
- Shooter Hero - 2D shooter made in C++.
- DS4 Sampler - VST that transforms any game game pad into a multipurpose synthesizer made on MAX MSP.
- Portable mixing table -A mobile application meant to be strapped onto your arm that gives you access to various OSC panels connected to a MAX MSP patch via Bluetooth.

## Assets

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- Languages - French (Native), English (Fluent), Spanish (Conversant).
- Multicultural - Studied in Canada, Singapore, France, Belgium, the Netherlands, Switzerland, the UK and Australia.
- Passionate - As an enthusiast gamer, I like to contribute and create add-ons, plugins, sound effects and other small assets for games encouraging this behavior.
- Social - As an event organizer, I am used to giving speeches, bringing people together and making them comfortable all while ensuring organization and safety.