NATHAN DE CASTRO

Freelance Unity Developer [Cold Snap]

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

WORK EXPERIENCE

Technical Lead
🔗 **MedicalVR**

📅 2022 📍 Amsterdam, NL

- Co-developed an application to visualize complex anatomical structures and speed up lung segmentectomy through machine learning (PulmoVR)
- Delegated development work and assignments to team members
- QA'ed medical staff needs and insured proper implementation of feedback
- Supervised and documented system modifications
- Worked towards obtaining the CE certification and meet with ISO27001 specifications by evaluating and mitigating information security risks

Unity Game Developer
🔗 **The Barn**

📅 2019 - 2021 📍 Delft, Netherlands

- Built a virtual forum and communication platform (WebRTC): 🔗 Eventrum
- Built a team-building serious game (Photon/WebGL) 🔗 TeamUp
- Built and shipped a modular industrial machine training simulator

Unity Game Developer
Komodore64

📅 2019 📍 Den Haag, Netherlands

- Built a 3D couch coop rogue-like game with an NFT transaction system

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 assist 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 demos for students

SKILLS

Unity 2D, 3D, VR	●●●●●●●●○	8 years
Git, Agile	●●●●●○○○	5 years
C++, LUA, JavaScript, Java	●●●○○○○○	3 years
C, HTML, CSS, Python	●●○○○○○○	2 years
MAX-MSP, Ableton Live, Adobe Audition	●●●●●○○	5 years
French, English		Native

EDUCATION / COURSES

Research in Game Development
First Class Honours
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

- With a focus on gamification, I strongly believe in the power of video games to teach, learn and captivate
- Lived across the globe. I have had the chance to collaborate with people from all various cultures and backgrounds
- As an event organizer, I am used to giving speeches, creating workshops, bringing people together and making them comfortable