NATHAN DE CASTRO

Unity Developer

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

WORK EXPERIENCE

Unity VR developer & Information Security
🔗 **MedicalVR**

📅 Current   📍 Amsterdam, NL

- Work on "PulmoVR": An application to visualize complex anatomical structures and speed up lung segmentectomy through machine learning.
- Help obtain the CE certification and meet with ISO27001 specifications by evaluating and mitigating information security risks.

Unity Game Developer
🔗 **The Barn**

📅 2019 - 2022   📍 Delft, Netherlands

- Build and ship a virtual forum and communication platform: 🔗 Eventrum
- Ported a team-building puzzle-based serious game from Unreal: 🔗 TeamUp
- Build and shipped a modular industrial machine training simulator

Unity Game Developer
Komodore64

📅 2019   📍 Den Haag, Netherlands

- Develop 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 organize events for various clients (Team building exercises, Managing sponsors)
- Advise and assist with client-specific VR Application implementations

Goldsmiths Tech Society Committee Member
🔗 **Hacksmiths Tech.**

📅 2014 - 2017   📍 London, UK

- Organize and participated in many hackathons and Global Game Jams
- Give speeches, setup workshops and demo sessions to 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

- 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.