Nathan de Castro

Personal Details

Location: Sydney, AUSTRALIA   email: decastronathan@gmail.com   Website: nathandecastro.com

Work Experience

Since July 2017	Virtual Reality Consultant
	VRE, London

Education

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

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

Selected Projects & Games

- 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 - Audio Interface that transforms any 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

- Languages - French (Native), English (Fluent), Spanish (Conversant).

- Multicultural - Lived 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.