# 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
- Re-create (and porte to WebGL) a team-building puzzle-based serious game
- 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.