

# Nathan de Castro

## PERSONAL DETAILS

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## WORK EXPERIENCE

2017-2018	<b>Virtual Reality Consultant / Assistant Game developer</b>  VRE, London
2014-2017	<b>Goldsmiths Tech Society Committee Member</b>  Hacksmiths, London

## EDUCATION

2018	<b>Research in Game Development</b> , High Distinction UTS, University of Tech Sydney.  Research Topic: An interactive VR application built to inspire further investigations into the challenges of the Visually Impaired.
2017	<b>Bachelor of Computer Science</b> , First Class Honours Goldsmiths, University of London.  Third year modules: Machine Learning, Advanced Audio-Visual Processing, Game AI Programming, Advanced graphics and animation.
2014	<b>BA in Media Music and Sound</b> , Validated year Edge Hill University, Ormskirk.
2013	<b>French Baccalaureat of Science</b> , Specialized in Physics Lycée France Vincent Van Gogh, Netherlands.

## PROGRAMMING LANGUAGES

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

## SELECTED PROJECTS & GAMES

- **Inkwell** - A Virtual reality application built around sensory deprivation to increase public understanding of the challenges following blindness all while offering an alternative therapy method for people suffering from phobias.
- **DS4 Sampler** - Audio Interface that transforms any game pad into a multipurpose synthesizer made on MAX MSP.
- **Echoli** - A Virtual reality horror game focused on the use of live microphone input data (FFT) to create a uniquely immersive experience.
- **Portable mixing table** - A mobile application meant to be strapped onto one's arm that gives you access to various OSC panels connected to a MAX MSP patch via Bluetooth.

Information about my projects and papers is available on the portfolio section of my website.

## 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.