

NATHAN DE CASTRO

Unity developer and gamification expert

📍 Netherlands / France / Switzerland

@ decastronathan@gmail.com

🔗 Portfolio

🐙 Github

WORK EXPERIENCE

Founder

🔗 **Valbilon Studios**

📅 2022 - Currently active

📍 Sion, CH

- Built an array of mini-games and digital kiosks for the 🔗 CPPS exhibit
- Built a virtual escape game for android to test and guide visitors through various museums and learning institutions: 🔗 Escape With Wallis
- Developing a network of learning institutions with connected rewards and progress tracking: 🔗 Exploremum

Technical Lead

🔗 **MedicalVR**

📅 2022

📍 Amsterdam, NL

- Helped develop and maintained 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

Senior Unity Game Developer

🔗 **The Barn**

📅 2019 - 2021

📍 Delft, Netherlands

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

Unity Game Developer

Komodore64

📅 2019

📍 Den Haag, Netherlands

- Built a 2.5D multiplayer rogue-like game
- Worked on a retro-style Bomberman clone

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

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

MORE

- 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 various cultures and backgrounds
- As an event organizer, I am used to giving speeches, creating workshops, bringing people together and making them feel comfortable