

NATHAN DE CASTRO

Freelance Unity Developer [Cold Snap]

Den Haag, Netherlands @ decastronathan@gmail.com nathandecastro.com

WORK EXPERIENCE

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

Unity Game Developer

The Barn

2019 - 2021 Delft, Netherlands

- Built a virtual forum and communication platform (WebRTC): Eventrum
- Built a team-building serious game (Photon/WebGL) TeamUp
- Built and shipped a modular industrial machine training simulator

Unity Game Developer

Komodore64

2019 Den Haag, Netherlands

- Built a 3D couch coop rogue-like game with an NFT transaction system

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

SKILLS

Unity 2D, 3D, VR

Git, Agile

C++, LUA, JavaScript, Java

C, HTML, CSS, Python

MAX-MSP, Ableton Live, Adobe Audition

French, English

8 years

5 years

3 years

2 years

5 years

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

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