

# NATHAN DE CASTRO

## Game Developer & Researcher

📍 Den Haag, Netherlands

@ decastronathan@gmail.com

🌐 nathandecastro.com

🎮 Yukisando



## WORK EXPERIENCE

### Unity Game Developer

#### Komodore64

📅 2019

📍 Den Haag, Netherlands

- Developed 2 online multiplayer blockchain games with Unity3D (Using the photon SDK)
- Crafted game design documents
- Assisted the art team in making Unity ready visual assets

### Virtual Reality Consultant & Assistant Game Developer

#### Virtual Reality Experiences

📅 2017 - 2018

📍 London, UK

- Set up and organized events for clients (Team building exercises, Managing sponsors, etc.)
- Advised and Assisted with client specific VR applications on Unity

### Goldsmiths Tech Society Committee Member

#### Hacksmiths

📅 2014 - 2017

📍 London, UK

- Organized and participated in many hackathons and Global Game Jams
- Gave speeches, setup workshops and demo sessions

## SKILLS

### Unity 2D, Unity 3D, Unity VR

#### Java

#### C++, LUA, JavaScript

#### C, HTML, CSS, Python

#### MAX-MSP, Ableton Live

#### Adobe Audition, Audacity

#### ProTools, FL Studio, Logic Studio

#### French, English

#### Spanish

● ● ● ● ● ● 6 years

● ● ● ● ● ● 4 years

● ● ● ● ● ● 3 years

● ● ● ● ● ● 2 years

● ● ● ● ● ● 5 years

● ● ● ● ● ● 5 years

● ● ● ● ● ● 3 years

Native

Conversant

## PROJECTS

### Human Statistics [Prototype] - Unity

- A Virtual Reality application with a unique take on environmental awareness.

### Inkwell - Unity

- A Virtual Reality application built around the use of sensory deprivation to increase public understanding of the challenges following blindness and a potential alternative therapy method for people suffering from phobias.

### Listen - Unity

- A Virtual Reality horror game focused on the use of live microphone input data (FFT) to create a uniquely immersive experience.

### DS4 Sample - MAX-MSP / Ableton live

- Audio Interface that transforms any game pad into a multipurpose synthesizer made on MAX MSP

## EDUCATION / COURSES

### Research in Game Development

#### High Distinction

#### University of Technology - UTS

📅 2018

📍 Sydney, Australia

- An interactive VR application built to inspire further investigations into the challenges of the visually impaired.

### Bachelor of Computer Science

#### First Class Honours

#### Goldsmiths University

📅 2017

📍 London, UK

- Machine Learning
- Advanced Audio-Visual Processing
- Game AI Programming
- Advanced Graphics and Animation

### BA in Media Music & Sound

#### Completed 1st year - FCH

#### Edge Hill University

📅 2014

📍 Ormskirk, UK

- Music theory
- Audio in Films

### French Baccaureate of Science

#### Specialization in Physics

#### Lycée Francais Vincent Van Gogh

📅 2013

📍 Den Haag, Netherlands

### Online Courses / Certificates

- C++ Programming - Certificate  
🌐 Coursera, 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, bringing people together and making them comfortable all while ensuring organization and safety.
- I genuinely love what I do and I value feedback above all. I am not afraid to ask for help. Being honest gets the job done faster.