

# NATHAN DE CASTRO

## Game Developer & Music Composer

📍 Den Haag, Netherlands

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🎧 Yukisando



## SKILLS

C#, Unity, Java  
C, C++, LUA, JavaScript  
HTML, CSS, Python, LaTeX



MAX-MSP, Ableton Live  
Adobe Audition, Audacity  
ProTools, FL Studio, Logic Studio



French, English  
Spanish



## WORK EXPERIENCE

### Virtual Reality Consultant & Assistant Game Developer

#### Virtual Reality Experiences

📅 2017 - 2018

📍 London, UK

- Set up and organize events with clients.
- Assistant game developer.
- Setup team-building exercises.
- Managing sponsors.

### 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.
- Brought people together and made them feel comfortable.
- Ensured organization and safety.

## PROJECTS

### Human Statistics [Prototype]

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

### Inkwell

- 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

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

### DS4 Sample

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

### Portable mixing table

- A virtual mixing table for mobile meant to be strapped onto your arm that gives you access to various panels connected to a MAX MSP patch via OSC (UDP packages transferred via Bluetooth).

## EDUCATION / COURSES

### Research in Game Development *High Distinction*

#### University of Technology

📅 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 Baccalaureate 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.