Nathan Patrick Hold

### Brisbane

### 0401356960

[nathanhold@hotmail.com](mailto:camowen@deloitte.com.au)

Developer specialising in experiential applications and games.

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| Technologies and skills | Unity, Visual Studio, Game Design, Software Engineering, C#\.Net, Blender, Project Management, Azure Devops, SourceTree, Razor, Automated Testing.  Extended Skills: 3D Modelling\Blender, C\C++, Web Development, Node JS\React\Meteor, SQL |
| Industries and summaries | Interactive Entertainment & Games – Games, Mobile Games, Automotive, Learning, VR and AR. Experiential. |
| Education | QANTM College (2008-2010)  Bachelor of Interactive Entertainment, Major in Programming. |
| Projects and experience | **CMSPro**  ***Hunt, Stratus, Zeus and CMSPlus***  ***Delloitte***  September-2019 – Current  NAB Bank audit web application   * Technical Development – C#\.Net Backend, SQL, C#\.Net\MVC Frontend * Release Management – Azure Devops * Sprint Management   **GFG Alliance**  ***GFGWay Training Tool***  ***Deloitte***  September-2019 – October-2019  Custom VR app to train in strategy and management for GFGAlliance   * Technical Development – VR(Vive\Quest) \Unity\C#.net.   **Bunnings**  ***Bunnings House VR Proposal***  ***Deloitte***  October-2019 – October-2019  Custom VR app to personalise a house with Bunnings products   * Technical Development – VR(Vive\Quest) \Unity\C#.net. * Release\proposal preparation   **BlueCard**  ***BlueCard Update***  ***Deloitte***  January-2019 – November-2019  Update to the BlueCard System to consider ‘co-located’ ventures.   * Technical Development – C#\.Net Backend with extensive testing through SpecFlow and Nunit. * Creation and support of test and production pipelines for Azure Devops * On-Site Support for Azure and on-premises installation * Client liaison   **Caydon**  ***Caydon Display Suite***  ***Deloitte***  June-2018 - January-2019  Real-Estate Sales Tool   * Developed initial project technical structure and UI Structure * Unity development & C#\Mono Programming * Technical Development * Backend integration (Sitecore)   **Mazda**  ***Mazda Retail Hub***  **Well Placed Cactus and Deloitte**  December-2017 - August-2018  Realtime 3D configurator for Mazda dealerships.   * Developed initial project technical structure and UI Structure * Managed DevOps for the project (Custom Jenkins) * Tool development * Unity development & C#\Mono Programming * Technical Development   **Defiant Development**  ***Hand of Fate Mobile***  **Well Placed Cactus**  March-2017 - Dec-2017  Hand of fate console game experience reimagined for mobile (iOS & Android).   * Implemented localization throughout game and tooling * Developed combat system and effects * Unity Development & C# Programming * Bug Fixing and general development   **Honda**  **2017 Acura NSX GT3 Hybrid**  **Well Placed Cactus**  Sep-2017 - Dec-2017  VR interactive car customisation and driving simulation   * Implemented VR\Leap Motion controls through customisation experience. * Unity Development & C# Programming   **Honda\ Acura**  ***Mood Roads***  **Well Placed Cactus**  Dec-2016 - Jan-2017  3D Interactive driving experience   * Implemented interaction between Motion Sphere technology and Projection into sphere. * Developed the application flow and analytics * Unity Development and C# Programming * Created VFX to spec required   **QUT The Wall**  **Waterwheels**  **Well Placed Cactus**  April-2016 - December-2016  3D Multi-Projected video synced car marketing display   * Implemented networked video sync * Developed the application flow and analytics * Unity Development and C# Programming   **Honda**  ***Honda HRV***  **Well Placed Cactus**  October-2015 - March-2016  3D Multi-Projected video synced car marketing display   * Implemented networked video sync * Developed the application flow and analytics * Unity Development and C# Programming   **Royal Antics**  ***Finders Seekers***  **Bifrost Studios**  October-2014 - Jan-2015  A word finding game.   * Implemented word puzzle generation and solving * Developed the application flow and analytics * Unity Development and C# Programming   **Regional Flavours**  ***Cupcake Game***  **Bifrost Studios**  March-2014 - October-2014  Networked cupcake making game marketed towards children   * Implemented gameplay and networking * Developed the application flow and analytics * Unity Development and C# Programming   ***Valkyrie***  **Bifrost Studios**  Jan-2012 - March-2014  Endless and levelled 3D runner for iPhone and Android   * Initial prototyping, gameplay and structure * Developed the application flow and analytics * Unity Development and C# Programming   ***Birds On A Wire***  **N3V Games**  Jul-2010 - December-2010  Bird based game for iPhone and Android   * Initial prototyping, gameplay and structure * Unity Development and C# Programming |