Nathan Patrick Hold

### Brisbane

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Software developer. I like making games and web apps – my other hobby is hitting the gym and the rest of my time is spent with my partner Danielle and daughter Mia.

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| Technologies and skills | Visual Studio, C#\dotnet, Azure devops, AWS (lambda, ec2), Octopus Deploy, Jenkins, Unity, Git, SourceTree, Software Development, Splunk, Insights and MySQL.  Extended Skills: 3D Modelling\Blender, C\C++ and JavaScript\TypeScript. |
| Industries and summaries | Interactive Entertainment & Games – Games, Mobile Games, Automotive, Learning.  Web Applications – Financial, Government and Tourism. |
| Education | QANTM College  Bachelor of Interactive Entertainment, Major in Programming. |
| Projects and experience | **Deloitte - Flight Centre**  ***Travel Money Australia, Engineering Manager***  December-2022 – Present  A customer facing web app and TMOZ support staff web app to manage user travel credit cards, cash and delivery\pickup options that requires integration with MasterCard, Adyen, GreenId and Sherpa.   * .Net AWS Lambdas for backend services, including events through EventBridge * .Net Web App with React FED dropped in on specific routes. * Octopus Deploy + Jenkins for automated builds and deploy to AWS (Through serverless templates) and EC2. * Sprint, Client and Team Management * Technical Design * Release Management   **Deloitte - CMS Plus and CMS Pro(Case Management System)**  ***CMS Plus – Hunt, Stratus, Zeus and Eirene***  August-2020 – November-2021  Case Management System for audit and review of remediation for customers across financial and insurance sectors. This came about from the recent Australian Royal Commission that tasked companies with auditing and remediating customers they feel had been given bad advice. This was a combined app with all features turned off\on depending on stream instead of a totally separate web app per stream.   * C# .NET MVC * SQL DB First * Technical Design * Sprint and Release Management * Azure Deployment   **Deloitte - Bluecard**  ***Bluecard Update, Programmer***  Febuary-2018 - Febuary-2019  Update to the Bluecard System to consider ‘co-located’ ventures.   * Technical Development * Creation and support of test and production pipelines for Azure Devops * On-Site Support for Azure and on-premises installation * Client liaison   **Deloitte - Caydon**  ***Caydon Display Suite, Programmer***  January-2018 - Febuary-2018  Real-Estate Sales Tool built in WPF and Unity.   * Developed initial project technical structure and UI Structure * Unity development & C#/Mono Programming * Technical Development * Backend integration (Sitecore)   **Well Placed Cactus and Deloitte - Mazda**  ***Mazda Retail Hub, Developer***  December-2017 – Present (Yes, as in 2023, this project was transferred on the buyout of Well Placed Cactus and continues today)  Realtime 3D car configurator for Mazda dealerships. Is used as a sales tool for showing car features with animations and models in real time.   * Technical Design and development with Mazda * Devops – Unity Cloud Build * Development – Unity and Visual Studio * Integration with custom ‘EzSuite’ backend services   **Well Placed Cactus - Defiant Development**  ***Hand of Fate Mobile, Programmer***  June-2017 - Dec-2017  Hand of fate console game experience reimagined for mobile (iOS & Android).   * C#, Visual Studio and Unity. * Card, Translation and Combat Systems   **Well Placed Cactus - Honda**  **2017 Acura NSX GT3 Hybrid**  March-2017 - June-2017  VR interactive car customization and driving simulation game.   * Implemented VR\Leap Motion controls through a car customisation experience. * Race car simulation mechanics and wheel controller * Unity Development & C# Programming   **Well Placed Cactus - Honda\ Acura**  ***Mood Roads, Programmer***  Jan-2017 - Feb-2017  3D Interactive driving experience – a futuristic roller coaster that would shape itself and the landscape based on ‘emotions’ from a device you could place on your head. An interesting piece was I helped develop a LED installation through an ice sculpture of a car in C (Totally unrelated, but the guy installing wasn’t a programmer and it wasn’t working).   * Implemented interaction between MotionSphere technology and Projection into sphere. * Developed the application flow and analytics. * Unity Development and C# Programming * Created VFX to spec required. * Deployment and on-site   **Well Placed Cactus – Honda HRV**  ***Video and ‘Flick’ Game, Programmer***  September-2015 - Dec-2016  A networked set of videos projected onto the windows of a Honda HRV with a tablet attached to ‘flick’ videos onto the car.   * Networking of videos so they performed playback at the same time – accounting for 1-300ms. * Unity \ C# Development |
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