Nathan Patrick Hold

### Brisbane

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Experienced Senior Software Developer with a proven track record of 12 years in delivering impactful projects. Notably, I contributed to critical initiatives like the Blue Card Services ‘co-located address’ upgrade, implementing a change after a recommendation from Australian law enforcement to enhance search capabilities.

My involvement in the CMS project showcased my ability to design and build robust systems to audit and review banking and insurance customers to provide financial compensation, aligning with regulatory mandates created from a royal commission.

Beyond these significant contributions, I've also successfully collaborated on projects for esteemed companies like Flight Centre and have led the development and release of several successful games. My passion for innovation and my deep technical expertise continue to drive me in delivering high-quality solutions with far-reaching implications.

In my time off I enjoy tinkering with personal projects, going to the gym and spending time with my partner Danielle and daughter Mia.

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| Technologies and skills | Visual Studio, C#\dotnet\mvc\.net standard\.net framework, 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 * Manual DB Models and SQL Scripts   **Deloitte - CMS Plus and CMS Pro(Case Management System)**  ***CMS Plus – Hunt, Stratus, Zeus and Eirene***  March-2019 – November-2021  Case Management System for audit and review of remediation for customers across financial and insurance sectors. This came about from a relatively 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. This was a recommendation by the Autralian police force when police were unable to locate a bluecard provider with two registered locations – ending in very unfortunate outcome.   * Technical Development: C# .Net Framework * 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   **Bifrost Studios – Finders Seekers*, Programmer***  May-2013 - October-2014  A fairly interesting word search game – complex custom algorithm to pattern out a grid of letters in a matchable   * Unity \ C# Development * Client Communication and Requirements Gathering   **Bifrost Studios – Cupcake Game*, Programmer***  May-2013 - October-2014  A multiplayer game developed for the Food And Wine festival that let kids as a group build as many cupcakes as they could within the time limit.   * Unity \ C# Development * Full networked development * Client Communication and Requirements Gathering   **Bifrost Studios – Valkyrie*, Programmer***  January-2012 - Dec-2014  A 3D first person infinite runner – with ties back to norse mythology.   * Unity \ C# Development * Android\IOS deployment * Marketing   **Bifrost Studios – Valkyrie*, Programmer***  January-2012 - Dec-2014  A 3D first person infinite runner – with ties back to norse mythology.   * Unity \ C# Development * Android\IOS deployment * Marketing   **N3VGames**  July-2010 – Nov-2010  Internship to develop a mobile game called ‘Birds On A Wire’.   * Unity \ C# Development |
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