

# NATHAN DE CASTRO

Freelance Unity Developer [Cold Snap]

📍 Den Haag, Netherlands    @ decastronathan@gmail.com    🌐 nathandecastro.com

## WORK EXPERIENCE

### Technical Lead

🌐 MedicalVR

📅 2022

📍 Amsterdam, NL

- Helped develop and maintained an application to visualize complex anatomical structures and speed up lung segmentectomy through machine learning (PulmoVR)
- Delegated development work and assignments to team members
- QA'ed medical staff needs and insured proper implementation of feedback
- Supervised and documented system modifications
- Worked towards obtaining the CE certification and meet with ISO27001 specifications by evaluating and mitigating information security risks

### Unity Game Developer

🌐 The Barn

📅 2019 - 2021

📍 Delft, Netherlands

- Built a virtual forum and communication platform (WebRTC): 🌐 Eventrum
- Built a team-building serious game (Photon/WebGL) 🌐 TeamUp
- Built a modular industrial machine training simulator

### Unity Game Developer

Komodore64

📅 2019

📍 Den Haag, Netherlands

- Built a 3D couch coop rogue-like game with an NFT transaction system

### Virtual Reality Consultant & Assistant Game Developer

🌐 Virtual Reality Experiences

📅 2017 - 2019

📍 London, UK

- Set up and organized events for various clients (Team building exercises, Managing sponsors)
- Advised and assist with client-specific VR Application implementations

### Goldsmiths Tech Society Committee Member

🌐 Hacksmiths Tech.

📅 2014 - 2017

📍 London, UK

- Organized and participated in many hackathons and Global Game Jams
- Gave speeches, setup workshops and demos for students

## SKILLS

Unity 2D, 3D, VR

Git, Agile

C++, LUA, JavaScript, Java

C, HTML, CSS, Python

MAX-MSP, Ableton Live, Adobe Audition

French, English

●●●●●●●●● 9 years

●●●●●●●●● 6 years

●●●●●●●●● 3 years

●●●●●●●●● 2 years

●●●●●●●●● 5 years

Native

## EDUCATION / COURSES

### Research in Game Development

*First Class Honours*

University of Technology - UTS

📅 2018

📍 Sydney, Australia

- Built a Virtual Reality game to inspire further investigations into the challenges of the visually impaired
- Built a Virtual Reality application to help connect everyday tasks with their world repercussions

### Bachelor of Computer Science

*First Class Honours*

Goldsmiths University

📅 2017

📍 London, UK

- Machine Learning
- Advanced Audio-Visual Processing
- Artificial Intelligence Programming (Path finding, targeting, etc)
- Advanced Graphics and Animation

### BA in Media Music & Sound

*First Class Honours*

Edge Hill University

📅 2014

📍 Liverpool, UK

### French Baccaalaureate of Science

*Specialization in Physics & Mathematics*

Lycée Francais Vincent Van Gogh

📅 2013

📍 Den Haag, Netherlands

## ONLINE CERTIFICATES

• C++ Programming - Certificate

🌐 EPFL

• C# Masterclass - Certificate

🌐 Udemy

## MORE

• With a focus on gamification, I strongly believe in the power of video games to teach, learn and captivate

• Lived across the globe. I have had the chance to collaborate with people from various cultures and backgrounds

• As an event organizer, I am used to giving speeches, creating workshops, bringing people together and making them comfortable