Nicolas Nucifora

✉ nuciforanicolas@gmail.com 📞 +39 388-8735636 🌐 *Portfolio*

Generalist game programmer with 2+ years of experience in Unreal Engine and C++. Shipped 2 games for PS4, PS5, Xbox One, Series S/X and PC, plus 1 serious games for PC.

Experience

System/AI Programmer - Stormind Games S.R.L _2023-Current_
- Developed complex behaviours for enemies and npc using Unreal Engine 5's Behavior Tree system.
- Fully integrated Unreal Engine's navigation system, AI perception and Environment Query System to make AI agents respond to environment stimulus.
- Designed and developed Gameplay Systems like the **Dynamic Difficulty System**, the **Microphone Noise Detection System** and the **Hint System**
- Performed meticulous bug fixing and write efficient code in C++ to guarantee high game performances.

Generalist Game Programmer - Red Raion S.R.L _2022-2023_
- Developed immersive virtual reality experiences using Unreal Engine 4.
- Developed eleven mini games for a serious game with the purpose to make rehabilitation therapies more engaging thanks to VR
- Fully integrated the leg exoskeleton built by partners as a controller
- Performed meticulous bug fixing and write efficient code in C++ to guarantee high game performances and meet the limitations of virtual reality devices
- Demonstrated communication abilities with partners

Shipped games

A Quiet Place: the road ahead - Stormind Games S.R.L

Batora: Lost Haven - Stormind Games S.R.L

Smart Rehab - Red Raion S.R.L

Skills

- Unreal Engine 5
- C++
- AI programming
- Behavior Tree, Environment Query System, navigation system, AI perception
- System programming
- Project versioning (Git, perforce)
- Task management (Jira)
- Team work

Education

University of Catania _2017-2021_

- Bachelor of Science, Computer Science
- Vote: 110/110
- Thesis: Finite State Machine: artificial Intelligence in video games
- Highlight courses: Video Game development (C#, Unity3D), Programming I - II (C++, sorting algorithms, data structures), Software Engineering (Java, Design patterns), Operative System, DataBase, Computer Network, Math, Internet Security