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 the **Dynamic Difficulty System**, which purpose is to dynamically change enemies' attributes to make them easier or harder to beat based on player's performance.
- Built the **Microphone Noise Detection System**, that capture the voice from the player to use it for gameplay purpose.
- Developed the **Hint System**, which help the player to reach the current objective through markers on screen.
- Built more minor systems to make the gameplay more immersive.
- 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)

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