

Nicolas Nucifora

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Enthusiastic and self-motivated game programmer with 2+ years of experience in Unreal Engine and C++. Looking for new opportunities to apply my creativity and knowledges to develop great games and resolve challenging problems.

Experience

AI Programmer - Stormind Games S.R.L

2023-Current

- Develop story-driven videogames using Unreal Engine 5
- Focus on implementing AI and gameplay systems
- Demonstrate knowledge of Unreal Engine's AI system such as Behavior Tree, navigation system (navmesh, pathfinding, Environment Query System) and AI perception
- Write clean and maintainable code in C++
- Collaborate with game designers to bring gameplay and AI concept to life

Unreal Engine Programmer - Red Raion S.R.L

2022-2023

- Played a pivotal role in the development of interactive and immersive VR video games in Unreal Engine 4
- Managed to develop an entire serious game as a solo developer, mastering the most important aspects of game development such as Gameplay, UI and Level Design
- Wrote clean C++ code, focusing on performance to meet the limitations of virtual reality devices

Projects

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

- Gave life to the Monster, implementing some of the behavior of the creature using Unreal Engine's Behavior Tree
- Built a Dynamic Difficulty System to calibrate game difficulty based on Player's performance, making the creature easier or harder to beat and so on
- Implemented the Microphone Noise Detection system to capture the microphone input and use it for gameplay purpose to built the film-like experience, improving existing code to make it works on every platform (PC, PS5 and XBOX Series S/X) alongside FMOD

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

- Implemented the NPC Overlapping Avoidance system, to avoid non playable characters to overlap each other
- Refined the Enemy Spawn System, to improve system's performance
- Improved and optimized in-game adversaries and bosses through meticulous bug fixing and refinement of Behavior Trees

Smart Rehab - Red Raion S.R.L

- Developed eleven immersive minigames to create therapeutic experiences tailored to rehabilitation needs
- Crafted the project's foundation such, from gameplay to level design, and the integration of the VR and the exoskeleton as a gamepad.

Education

University of Catania

2021

- Bachelor of Science, Computer Science
- Vote: 110/110

Skills

- Unreal Engine, C++ and blueprint scripting
- Behavior Tree, EQS, navigation system, AI perception
- System programmer