

Nicolas Nucifora

AI Programmer



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nuciforanicolas.github.io/



Via Francavilla 38A, Taormina
98039 (Messina), Italy

ABOUT ME

As an AI Programmer, I build engaging and realistic AI behaviors for various platforms, including PS4/PS5, Xbox One/Series, PC, mobile, and VR. I use Unreal Engine 5, C++ and Blueprint visual scripting to create dynamic and adaptive AI systems that enhance the gameplay and immersion of the players. I also collaborate with other programmers, designers, and artists to ensure the quality and performance of the AI features and components.

EDUCATION

BS Computer Science

University of Catania

2017/2021

Vote: 110/110

Thesis: Finite State Machine: artificial intelligence in video games

SKILLS

- C++
- Blueprint Visual scripting
- AI programming
- Behavior Tree, EQS, Navigation system
- System Programming
- Git/Perforce

WORK EXPERIENCE

AI Programmer

2023-Current

Stormind Games S.r.l. | Acireale, Sicilia, Italia

- Spearheaded the development of cutting-edge video games utilizing Unreal Engine 5, with a focus on implementing advanced AI systems.
- Proficient in AI programming techniques, specializing in Behavior Tree development to create dynamic and engaging in-game behaviors.
- Demonstrated expertise in navigation system optimization, including pathfinding algorithms, navmesh generation, navlink setup, and Environment Query System (EQS) utilization.
- Innovated system programming solutions aimed at enhancing AI performance and capabilities, leveraging C++ programming alongside Blueprint scripting for seamless integration.
- Managed version control and collaborative development workflows through Perforce, ensuring efficient team collaboration and code management.

Unreal Engine Programmer

2022-2023

Red Raion S.r.l. | Acireale, Sicilia, Italia

- Played a pivotal role in the development of interactive video games and immersive VR experiences using Unreal Engine 4, ensuring high-quality gameplay and user engagement.
- Specialized in system programming and gameplay mechanics implementation, contributing to the creation of captivating game mechanics and player interactions.
- Leveraged advanced proficiency in C++ programming and Blueprint scripting to develop scalable and efficient code solutions, optimizing game performance and functionality.
- Actively collaborated within a team environment, utilizing Git version control to manage codebase iterations and facilitate seamless collaboration across projects.

PROJECTS

Batora: Lost Haven® | Stormind Games S.r.l.

Batora: Lost Haven® is an interplanetary action RPG adventure with a rich, choice-driven story. Batora: Lost Haven® is available on PC, PS4, PS5, Xbox One, Xbox Series X/S and Nintendo Switch. Published by Team17. Developed in Unreal Engine 4.

- Led the development and maintenance of critical gameplay systems within Batora: Lost Haven®, including the design and implementation of new systems and enhancements to existing ones. Key responsibilities encompassed refining systems such as Enemy Spawn mechanics and NPC Overlapping avoidance to ensure seamless player experiences.
- Spearheaded efforts to optimize and elevate the intelligence of in-game adversaries, addressing issues and enhancing performance through meticulous bug fixing and refinement of Behavior Tree algorithms.

Smart Rehab® | Red Raion S.r.l.

Smart Rehab is a pioneering medical research initiative aimed at revolutionizing lower limb rehabilitation through the innovative integration of an exoskeleton and the Oculus Quest 2 virtual reality headset.

- Took a leading role in the development of immersive minigames using Unreal Engine 4, employing a combination of C++ programming and Blueprint scripting to create engaging and therapeutic experiences tailored to rehabilitation needs.
- Played a central role in crafting the project's foundation, encompassing VR integration, intuitive user interface design, seamless integration of the exoskeleton as a gamepad, and comprehensive gameplay and system programming.

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PROJECTS

Augustus® | Red Raion S.r.l.

Augustus is a series of Serious Games designed to promote the rich cultural heritage of Sicily by facilitating exploration of its historical and contemporary landmarks. Players delve into immersive experiences, uncovering the region's captivating history through engaging missions and interactive gameplay.

- Led the development of intricate gameplay mechanics and captivating minigames using Unreal Engine 4. Leveraged a blend of C++ programming and Blueprint scripting to create immersive and educational experiences that captivate players while seamlessly integrating historical narratives.