Nicolas Nucifora

✉ nuciforanicolas@gmail.com 📞 +39 388-8735636 🌐 Portfolio in Nicolas Nucifora

Unreal Engine Programmer with multiple published games for PC and gaming consoles. My expertise covers AI programming and gameplay systems development.

Shipped games

● **A Quiet Place: the road ahead** - **Stormind Games / Saber Interactive**   AI Programmer - Unreal Engine 5

- Developed the intelligent behaviour of the monster, using Unreal Engine's behaviour tree, Environment Query System and navigation system.
- Developed the "Dynamic difficulty system" whose task is to change the difficulty of defeating the monster based on Player's skills.
- Developed the "Microphone noise detection system", whose let the monster to hear the player's voice.
- Developed the "Hint system", to help the player find the objective and useful items.

● **Batora: Lost Haven** - **Stormind Games**   System Programmer - Unreal Engine 4

- Maintenance and bug fixing of existing gameplay systems.

● **Smart Rehab** - **Red Raion S.R.L**   Generalist game programmer - Unreal Engine 4

- Developed eleven mini games for a VR serious game with rehabilitation purpose.

Work Experience

● **System & AI Programmer** - Stormind Games S.R.L   *March 2023-Present*
● **Generalist Game Programmer** - Red Raion S.R.L   *March 2022-March 2023*
● **Salesforce developer** - Deloitte   *April 2021-March 2022*

Education

● **University of Catania**   *2017-2021*

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

Skills

● Unreal Engine 5   ● Behaviour tree   ● Git / Perforce

● C++ Programming language   ● EQS / Navigation system   ● Agile

Languages

● Italian: native

● English: intermediate