



NICOLAS NUCIFORA

PROFESSIONAL SUMMARY

Gameplay programmer with about 2 years of personal experience in game development.

CONTACTS AND PORTFOLIO

Contacts and information:

Mobile: +39 388 8735636

E-mail: nuciforanicolas@gmail.com

Address: Via Libertà 46 Giardini-Naxos (ME)

Portfolio:

Website:

- nuciforanicolas.github.io

GitHub:

- github.com/NuciforaNicolas?tab=repositories

PROGRAMMING SKILLS

- Programming Languages:
 - C++, C, Java, C#
- Strong programming skills, with deep knowledge of object oriented programming
- Game engines:
 - Unity 3D
- Capability to write clean code, keeping attention to write efficient code.
- Knowledge of common algorithms, data structures and design patterns
- Project management:
 - Git, Jira

HOBBY AND INTEREST

I'm appassionate about video games. In my free time, I work on personal video game projects. I love reading fantasy books and working out outdoors

EDUCATION

Master's degree in Computer Science

Università degli studi di Milano

September 2021 - Current

Expected date: 2024

Career path: Video Game Programming

Highlight Courses: AI for Video Games, 3D Video Games, Online Game Design, Real-Time Graphics Programming, GPU Computing.

Bachelor's Degree in Computer Science

Università degli studi di Catania

September 2017 - April 2021

Vote: 110/110

Thesis: Finite State Machine: artificial intelligence in video games

Career path: Computer Science

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.

WORK HISTORY

Salesforce Developer

Deloitte - Milan (April 2021 - Current)

- Development of software components for the CRM in cloud Salesforce
- Project management using Git and Jira

Soft skills acquired: improved communication skill with team and clients. Learned how to manage work time and how to work in a big project using Agile model.

Gameplay Programmer (Side project)

University of Catania - Catania (Sept 2020 - Current)

- Development, with a small team, of a 2.5D horror game as an experiment of Università degli studi di Catania
- Worked on gameplay mechanics (player input, environment interaction, animations, scripting, puzzles, ecc...) and the principle enemy's artificial intelligence
- Solid knowledge of Unity 3D and C#

Soft skills acquired: improved project management skills and how to collaborate with a small team.

LANGUAGES

English: Intermediate



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PROJECTS

Game Engine: Small games engine written in C++, using OpenGL and SDL, to learn video game development in C++ (still under development): [Link](#)

2.5D Horror game code sample: a game made in Unity 3D as an experiment for Università degli studi di Catania: [Link](#)

Cyber Hunter: my first game made in Unity for an University exam. It is a 2D sci-fi platform game.: [Link](#)

Solitaire: A prototype of solitaire game, made in Unity 2D. Solitaire is a single player card game where the scope of the game is to fill up four stacks, one per suit, in order from ace to king. [Link](#)

Project Hexagon: an hobby game made to learn Unity Multiplayer framework PUN (still under development); [Link](#)

CERTIFICATIONS

Game Development for Modern Platforms

Organization: Coursera

Grant date: July 2020

Credential:

<https://www.coursera.org/account/accomplishments/certificate/LRQMB8Q5U3RF>

Principles of Game Design

Organization: Coursera

Grant date: July 2020

Credential:

<https://www.coursera.org/account/accomplishments/certificate/367CUSLNH4BL>

Introduction to Game Development

Organization: Coursera

Grant date: May 2020

Credential:

<https://www.coursera.org/account/accomplishments/certificate/UJVKANL3T9FD>

PRIVACY POLICY

I hereby authorize the use of my personal data in accordance to the GDPR 679/16 - "European regulation on the protection of personal data"