Nicolas Nucifora

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Video Game 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 Int.**   **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*

- Development of AI agents and gameplay systems in Unreal Engine and C++ programming language.
- Maintenance and bug fixing of brand new and existing code, choosing the most efficient solutions.
- Worked with a team of 50+ people in an agile environment.
- Mastered Software versioning using tools like Git and Perforce.

● **Generalist Game Programmer** - **Red Raion S.R.L**   *March 2022-March 2023*

- Development of mini games for a VR project in Unreal Engine and C++ programming language.
- Ownership of the project as a solo developer.
- Demonstrated ability to communicate and collaborate with external partners.
- Mastered Software versioning using tools like Git.

● **Salesforce developer** - **Deloitte**   *April 2021-March 2022*

- Development of software solutions for Salesforce platform using Apex programming language.
- Worked with a team of 20+ people in an agile environment.
- Demonstrated ability to communicate and collaborate with clients and external partners.
- Mastered Software versioning using tools like Git.

Education

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

- **Bachelor of Science, Computer Science**
- **Vote**: 110/110
- **Highlight Courses**: Video Game development (C#, Unity3D), Programming I - II (C++, sorting algorithms, data structures), Software Engineering (Java, Design patterns).

Skills

● Unreal Engine 5	● Behaviour tree	● OOP	● Git / Perforce
● C++ Programming language	● EQS / Navigation system	● Software Engineering	● Agile

Languages

● **Italian**: native   ● **English**: intermediate