NICOLAS NUCIFORA

AI PROGRAMMER

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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.

EXPERIENCE

Stormind Games S.r.l. | Acireale, Italia — 2023-Current

- Development of cutting-edge video games utilizing Unreal Engine 5
- Proficient in AI programming
- Specializing in Behavior Tree development to create dynamic and engaging in-game behaviors.
- Expertise in navigation system, including pathfinding algorithms, navmesh generation, navlink setup, and Environment Query System (EQS) utilization.
- Innovated system programming solutions aimed at enhancing AI capabilities.
- Attention to performance, leveraging C++ programming alongside Blueprint scripting.
- Managed version control and collaborative development workflows through Perforce.

Red Raion S.r.l. | Acireale, Italia — 2022-2023

- Development of immersive VR experiences using Unreal Engine 4.
- Specialized in system programming and gameplay mechanics implementation.
- Leveraged advanced proficiency in C++ programming and Blueprint scripting.
- Actively collaborated within a team environment, utilizing Git version control.

PROJECTS

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

- Led the development and maintenance of critical gameplay systems such as Enemy Spawn mechanics and NPC Overlapping avoidance
- Enhancement and optimization of in-game adversaries 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 as the integration of the VR and the exoskeleton as a gamepad

Augustus® | Red Raion S.r.l.

- Led the development of intricate gameplay mechanics and captivating minigames

EDUCATION

B.sc. Computer Science | University of Catania — 2017-2021

- Vote: 110/110
- Thesis: Finite State Machine: artificial intelligence in video games