NICOLAS NUCIFORA

SOFTWARE ENGINEER

CONTACT ME AT

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nuciforanicolas.github.io

linkedin.com/in/nuciforanicolas

SKILLS SUMMARY

●●●● Problem-solving

●●●● Software Development

●●●● Game Development (C#, Unity 3D)

●●●● Android development

●●●○ Data management (MySQL)

●●●● Object-oriented programming (C, C++, Java)

●●●○ Beckend developement (Php, Laravel)

●●●○ Frontend developement (Html, css, javascript)

●●●● Teamwork

PERSONAL PROFILE

Starting from zero, i followed the path offered by computer science department of University of Catania, getting passionate about game development, mobile development and software engineering. I'm quick to learn, creative to find solution, very curious and always willing to help.

EDUCATIONAL HISTORY

University of Catania

Bachelors degree of science | September 2017 - April 2021

- Vote: 110/110
- Studied software development, OOP programming, software engineering, game development, OS, internet security, database management, maths, mobile development, algorithm and data structure.
- Developed game for university experiment

WORK EXPERIENCE

Deloitte Consulting

Analyst | April 2021 - Current

- Analyst in customer engineering, Digital Customer
- Salesforce Developer

University of Catania's Horror Game Experiment (Title to define)

Gameplay programmer| September 2020 - Current

- Development, with a small team, of a 2.5D horror game as experiment for university of Catania
- Worked on gameplay mechanics and the principle enemy's artificial intelligence
- Programming Language: C#
- Unity 3D
- Learned how to work with a team: communication and coordination
- Link: https://nuciforanicolas.github.io/universityexperiment.html

PERSONAL PROJECTS

Taormina's Tresure Hunter
Android App

My first android app. It is a interactive tourist guide, where tourist have to play a "Tresure hunt" to find taormina's Tresure like theatre, monuments, and other fantastic place, rewarding them with esclusive images, documents and vouchers.
Link:
https://nuciforanicolas.github.io/taorminatresurehunter.html

Cyber hunter
2D Android Game - Unity 2D - C#

This is my first 2D game made with unity and c# for a university exam. It is a 2D sci-fi game, with platform style, for android.
Link: https://nuciforanicolas.github.io/cyberhunter.html

CERTIFICATIONS

Salesforce Certified Platform Developer I
Salesforce

https://trailblazer.me/id/nnucifora
ID Credenziale: 22233982

Introduction to Game Development
Coursera

https://www.coursera.org/account/accomplishments/certificate/UYVKANL3T9FD

Principles of Game Design
Coursera

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

Game development for modern platforms
Coursera

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

Python 3 Programming specialization
Coursera

https://www.coursera.org/account/accomplishments/specialization/certificate/WGAMX96K35MB

Engineering Maintainable Android Apps
Coursera

https://www.coursera.org/account/accomplishments/certificate/FG967YQ3F38E

Java for android
Coursera

https://www.coursera.org/account/accomplishments/certificate/BRKAS7224P2V

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●●●● Teamwork

LANGUAGE SKILL

Mother tongue: Italian

English

Listening	Reading	Speaking	Writing
B1	B1	B1	B1

PRIVICY POLICY

In compliance with the GDPR and Italian Legislative Decree no. 196 dated 30/06/2003, I hereby authorize the recipient of this document to use and process my personal details for the purpose of recruiting and selecting staff and I confirm to be informed of my rights in accordance to art. 7 of the above mentioned Decree.