



# 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](mailto:nuciforanicolas@gmail.com)

**Address:** Via Libertà 46 Giardini-Naxos (ME)

### Portfolio:

### Website:

- [nuciforanicolas.github.io](https://nuciforanicolas.github.io)

### GitHub:

- [github.com/NuciforaNicolas?tab=repositories](https://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 Salesforce and Vlocity systems.
- 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

**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](#)

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

**Game Engine:** a personal project to learn video game development in C++ (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/UUVKANL3T9FD>

## 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"