Nicolas Nucifora
AI Programmer

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Experience

Stormind Games S.r.l.
2023-Current

AI Programmer
- Development of videogames in Unreal Engine 5
- AI Programming using Behavior Tree
- Knowledge of navigation system (path finding, navmesh, navlink, EQS)
- System programming with the purpose to improve AI
- C++ programming and Blueprint scripting
- Perforce

Red Raion S.r.l.
2022-2023

Unreal Engine Developer
- Development of videogames in Unreal Engine 4
- Development of VR games
- System programming and gameplay programming
- C++ programming and Blueprint scripting
- Git

Deloitte
2021-2022

Salesforce Developer
- Apex programming
- Omniscript scripting
- Git

Projects

Batora: Lost Haven®
Stormind Games S.r.l
2022-2022

System Programmer

Batora: Lost Haven® is an interplanetary action RPG adventure with a rich, choice-driven story. Batora: Lost Haven® is available on PC, PS4, PS5, Xbox One, Xbox Series X/S and Nintendo Switch. Published by Team17. Developed in Unreal Engine 4.
- Development of new and maintenance of existing Gameplay Systems (eg. Enemy Spawn, NPC Overlapping avoidance)
- Improvement of enemies' AI (Behavior Tree bug fixing)

Smart Rehab
Red Raion S.r.l
2022-2023

Technical responsible - Programmer

Medical research for the rehabilitation of the lower limbs using an exoskeleton and the virtual reality headset Oculus Quest 2
- Development of minigames in Unreal Engine 4 (C++ and BP)
- Development of the core of the project: VR integration, UI, exoskeleton integration as a gamepad, gameplay and system programming

Augustus
Red Raion S.r.l
2022-2022

Gameplay programmer

Serious Games that promote the cultural heritage of Sicily through the exploration of different places of interest in the present and in the past discovering their history through the completion of missions.
- Development of gameplay mechanics and minigames in Unreal Engine 4 (C++ and BP)

Education

BS Computer Science
Univeristy of Catania
2017-2021

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