



Contact

Phone

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Email

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Address

Via Libertà 46, Giardini-Naxos
(ME), 98035, Italy

Education

2017 - 2021

B.S. Computer Science

Università degli studi di Catania

Vote: 110/110

Thesis: Finite State Machine: artificial intelligence in video games

Expertise

- Unreal Engine
- Unity 3D
- Game Development
- C++, C, Java, C#
- Object Oriented Programming
- Git, Perforce, Jira

Language

English

Hobby

Gym; Travelling; Movies and TV series; Reading books;

Nicolas Nucifora

Unreal Engine Programmer

Experience

2022 - Current

Red Raion | Via Sclafani, 40/B Acireale (CT)

Unreal Engine Developer

- Development of videogames in Unreal Engine
- Practical skills in the use of object-oriented programming paradigms based on the language of C++ programming
- Blueprint Visual Scripting" scripting system in Unreal Engine
- Using Subversion for Source Code Version Control (Git, Perforce)
- Notions of specific design patterns of development through the use of Game Engine

2021 - 2022

Deloitte | Via Tortona, 25, 20144 Milano MI

Salesforce Developer

- Development of new software components and improvement of existing ones for Tim Sparkle's CRM using Salesforce and Apex programming language
- Development of guided interaction using declarative scripting tool OmniScript
- Collaborated with colleagues and clients to ensure client's goals and requirements were met

Projects

2022

Batora: Lost Haven® (Stormind Games S.r.l.)

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, and Xbox Series X/S. Coming soon on Nintendo Switch. Published by Team17. Developed in Unreal Engine 4.

- Development and maintenance of existing Core Systems (eg. Enemy Spawn, NPC Overlapping avoidance) (C++ and Blueprints)
- Bug fixing

2022 - 2023

Smart Rehab

Gameplay Programmer

Medical project for the rehabilitation of the lower limbs following an orthopedic or neurological trauma caused by a stroke. Thanks to the exoskeleton **Erxos**, the virtual reality headset **Oculus Quest 2** and a series of minigames developed with **Unreal Engine 4**, the patient will be able to improve his conditions having fun and reducing therapy stress and boredom.

- Development of the core of the project: minigames, UI, VR integration, exoskeleton integration as a controller

2022

Augustus

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.

- Collaborated on small mechanics and minigames



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Personal Projects

2.5D Horror Game (University Experiment)

Horror project made with a small team using Unity 3D as an experiment of Università degli studi di Catania. [Link](#)

- Development of gameplay mechanics, puzzles, and Monster's Artificial intelligence

Cyber Hunter

First game made in Unity for Game development exam at University. It is a 2D sci-fi platform game for Android and available for free on play store. [Link](#)

- Development of the entire game using Unity and C#

Certifications

Salesforce Certified Omnistudio Developer | Salesforce

Credential: [Link](#)

Salesforce Certified Platform Developer I | Salesforce

Credential: [Link](#)

Apex Specialist SuperBadge | Salesforce

Credential: [Link](#)

Process Automation Specialist | Salesforce

Credential: [Link](#)

Python 3 Programming Specialization | Coursera

Credential: [Link](#)

Game Development for Modern platform | Couseara

Credential: [Link](#)

Principles of Game Design | Coursera

Credential: [Link](#)

Introduction to Game Development | Coursera

Credential: [Link](#)

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