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. I use Unreal Engine 5, C++ and Blueprint visual scripting to create dynamic and adaptive AI systems that enhance the gameplay and immersion of the players. I also collaborate with other programmers, designers, and artists to ensure the quality and performance of the AI features and components.

I graduated from Università di Catania in Computer Science, where I learned the fundamentals of software engineering and applied them to video game development. I am passionate about video games since I was a child, and I have made it my dream job. My goal is to create innovative and captivating AI solutions that enhance the gaming experience and challenge the players.

EDUCATION

BS Computer Science

University of Catania
2017/2021
Vote: 110/110
Thesis: Finite State Machine: artificial intelligence in video games

SKILLS

- **C++**
- **Blueprint Visual scripting**
- **AI programming**
- **Behavior Tree, EQS, Navigation system, AI perception**
- **System Programming**
- **Git/Perforce**

WORK EXPERIENCE

AI Programmer   2023-Current

Stormind Games S.r.l. I Acireale, Sicilia, Italia

- Spearheaded the development of story-driven video games utilizing Unreal Engine 5, with a focus on implementing AI systems.
- Demonstrated knowledge of Unreal Engine's AI system such as Behavior Tree, navigation system (pathfinding, navmesh generation, navlink setup, and Environment Query System (EQS) utilization) and AI perception.
- Led the development of systems aimed at enhancing AI performance and capabilities like a dynamic difficulty system, leveraging C++ programming alongside Blueprint scripting for seamless integration.
- Managed version control and collaborative development workflows through Perforce, ensuring efficient team collaboration and code management.

Unreal Engine Programmer   2022-2023

Red Raion S.r.l. I Acireale, Sicilia, Italia

- Played a pivotal role in the development of interactive video games and immersive VR experiences using Unreal Engine 4, ensuring high-quality gameplay and user engagement.
- Specialized in system programming and gameplay mechanics implementation, contributing to the creation of captivating game mechanics and player interactions.
- Leveraged advanced proficiency in C++ programming and Blueprint scripting to develop scalable and efficient code solutions, optimizing game performance and functionality.
- Actively collaborated within a team environment, utilizing Git version control to manage codebase iterations and facilitate seamless collaboration across projects.

PROJECTS

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

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.

- Led the development and maintenance of critical gameplay systems. Responsible of the refinement of the Enemy Spawn system and the NPC Overlapping avoidance system.
- Improved and optimized in-game adversaries and bosses through meticulous bug fixing and refinement of Behavior Trees

Smart Rehab® | Red Raion S.r.l.

Smart Rehab is a pioneering medical research initiative aimed at revolutionizing lower limb rehabilitation through the innovative integration of an exoskeleton and the Oculus Quest 2 virtual reality headset.

- 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.

Augustus is a series of Serious Games designed to promote the rich cultural heritage of Sicily by facilitating exploration of its historical and contemporary landmarks. Players delve into immersive experiences, uncovering the region's captivating history through engaging missions and interactive gameplay.

- Led the development of intricate gameplay mechanics and captivating minigames