

Nicolas Nucifora

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Game programmer with a solid background in computer science. Over three years of experience in programming applied to videogames and multiple published games for PC and gaming consoles. My expertise covers AI programming and gameplay systems development.

Shipped games

- **A Quiet Place: the road ahead** - Stormind Games / Saber Int. AI Programmer - Unreal Engine 5
 - Had a key role in the development of the main enemy's artificial intelligence, using the Unreal Engine's Behaviour Tree, EQS and navigation system.
 - Developed the "Microphone noise detection system", which added a layer of realism to the experience and was highly praised by players.
 - Created the "Dynamic difficulty system" whose task is to change the difficulty of defeating the monster based on Player's skills.
 - Realized the "Hint system", which helps the player find objectives and useful items.
- **Batora: Lost Haven** - Stormind Games System Programmer - Unreal Engine 4
 - Maintained and fixed bugs of existing gameplay systems.
 - Contributed to the development of gameplay systems that helped enhance the overall game experience.
- **Smart Rehab** - Red Raion S.R.L Generalist game programmer - Unreal Engine 4
 - Developed eleven mini games for a VR serious game with medical rehabilitation purpose.

Work Experience

- **System & AI Programmer** - Stormind Games S.R.L March 2023-Present
 - Development of AI agents and gameplay systems in Unreal Engine and C++ programming language.
 - Maintenance and bug fixing of brand new and existing code, choosing the most efficient solutions.
 - Worked with a team of 50+ people in an agile environment.
- **Generalist Game Programmer** - Red Raion S.R.L March 2022-March 2023
 - Had an important role in the development of medical serious game focused on rehabilitation.
 - Ownership of the project as a solo developer.
 - Demonstrated ability to communicate and collaborate with external partners.
- **Salesforce developer** - Deloitte April 2021-March 2022
 - Development of software solutions for Salesforce platform using Apex programming language.
 - Worked with a team of 20+ people in an agile environment.
 - Demonstrated ability to communicate and collaborate with clients and external partners.

Education

- **University of Catania** 2017-2021
 - Bachelor of Science, Computer Science
 - Vote: 110/110
 - **Highlight Courses:** Video Game development (C#, Unity3D), Programming I - II (C++, sorting algorithms, data structures), Software Engineering (Java, Design patterns).

Skills

● Unreal Engine 5	● Behaviour tree	● OOP	● Git / Perforce
● C++ Programming language	● EQS / Navigation system	● Software Engineering	● Agile

Languages

- Italian: native
- English: intermediate