

Nicolas Nucifora

AI Programmer | Unreal Engine 5 | C++

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SUMMARY

AI Programmer with 4+ years of professional experience in Unreal Engine 5 and C++, and a BSc in Computer Science. Shipped multiple commercial titles on PC and consoles, focusing on AI programming and gameplay systems, including A Quiet Place: The Road Ahead, Batora: Lost Haven and Remothered: Red Nun's Legacy. Hands-on experience with Behavior Trees, EQS, AI Perception and the Unreal navigation system.

WORK EXPERIENCE

AI Programmer

Stormind Games | Catania, Italy | Jul 2023 – Present

- Developed AI agents and gameplay systems in Unreal Engine 5 and C++.
- Collaborated with cross-functional teams using Perforce, Git, Jira and Agile workflows.

Remothered: Red Nun's Legacy (PC, PS5, Xbox Series X|S, Nintendo Switch 2)

- Built the AI of the Novices, the game's stalker enemies, using Behavior Trees, AI Perception and EQS, with patrol, hunt and chase behaviors driven by sight and hearing.
- Supported bug fixing across AI and gameplay systems, significantly improving overall game stability.

A Quiet Place: The Road Ahead (PC, PS5, Xbox Series X|S)

- Played a key role in developing the main enemy AI, a sound-driven hunter with patrol, hunt and chase behaviors, using Behavior Trees, EQS and the Unreal navigation system.
- Engineered the microphone noise detection system, which turns the player's real voice into in-game noise events perceived by the enemy, a feature highly praised by players.
- Created a dynamic difficulty system that adapts the enemy's hearing sensitivity, movement speed and other parameters to the player's skill.
- Implemented a hint system that guides the player toward objectives and useful items.

Batora: Lost Haven (PC, PS4/PS5, Xbox, Nintendo Switch)

- Programmed a custom NPC avoidance system that prevented NPCs from getting stuck, improving the overall gameplay experience.
- Delivered post-launch fixes to AI and gameplay systems across PC and console platforms.

Unreal Engine Developer

Red Raion | Catania, Italy | Mar 2022 – Jul 2023

- Developed a VR serious game project for Oculus Quest 2 in Unreal Engine 5 and C++.

Smart Rehab (VR, Oculus Quest 2)

- Designed and implemented 11 minigames for a VR rehabilitation serious game, covering motor and cognitive exercises.

Salesforce Developer

Deloitte | Milan, Italy | Apr 2021 – Mar 2022

- Built business software solutions on the Salesforce platform using Apex, Visualforce and Lightning components.

SKILLS

Game Development: Unreal Engine 5 (C++, Blueprints), AI Programming, Gameplay Programming, Behavior Trees, EQS, AI Perception, Navigation System, VR Development

Programming Languages: C++, C#, Apex

Tools & Workflow: Git, Perforce, Jira, Visual Studio, Agile

Platforms: PC, PlayStation 4/5, Xbox One, Xbox Series X|S, Nintendo Switch, Nintendo Switch 2

Languages: Italian (native), English (B2)

EDUCATION

BSc in Computer Science

University of Catania | Catania, Italy | 2017 – 2021 | Final grade: 110/110

- Relevant coursework: Video Game Development (C#, Unity), Programming I & II (C++, data structures), Software Engineering (Java, design patterns).