* Git, VS Code, Bash, Visual Studio
* C# basics
* .NET platform (Framework, Standard, Core, Xamarin, UWP, Mono)
* .NET Building Blocks (Project, Solution, Assembly, Namespace, Library, Application, Runtime, Compiler)
* Common Language Infrastructure (CLI, Standard Libraries, BCL, CIL, CLR, CTS, JIT, VES, CoreFx)
* Source control concepts (CVCS, DVCS, Git branch, Git remote, index/staging area)
* Garbage collection (Managed, Unmanaged, IDisposable, Using statement)
* Data types (Reference, Value, Class, Struct, Interface, Enum)
* Generics
* Inheritance
* Access Modifiers (Public, Internal, Protected, Private)
* Other Modifiers (Abstract, Async, Const, New, Override, Partial, Readonly, Sealed, Static, Virtual)
* General code best practices (DRY, inline comments, XML comments, KISS, Separation of concerns)
* Object Oriented Programming (Abstraction, Encapsulation, Inheritance, Polymorphism)
  + Abstraction
  + Encapsulation
  + Inheritance
  + Polymorphism
* Type conversion (Boxing, Casting, Typeof, Is, As, Out, Ref)
* Serialization (File I/O, JSON, XML)
* Regular Expressions
* Exception Handling (Try, Catch, Finally, Throw, Custom Exceptions)
* Testing (Unit Testing, XUnit, Fact, Theory, Test Driven Development)
* Logging
* SOLID (Single Responsibility, Open Closed, Liskov Substitution, Interface Segregation, Dependency Inversion)
* Delegates (Action, Func, Event, Lambda, LINQ)
* Multithreading (Async, Await, Task, Thread)