



CERTIFICATE

GAME PROGRAMMING TRAINING JOURNEY

LEVEL 2

Stefano Maone

has successfully completed
Level 2 focusing on the following
skills and attributes

*Game Programming Fundamentals + Game Development with
Unity & C# Fundamentals + Game Fundamentals + Game Math
for Game Programming Fundamentals + Game Asset
Management & Pipelines*

15.06.2024



Matt Sharpe
Core Trainer Game Programming