



Certificate no: UC-42b5017c-7313-4c88-b762-7fbab766d18a

Certificate url: ude.my/UC-42b5017c-7313-4c88-b762-7fbab766d18a

Reference Number: 0004

CERTIFICATE OF COMPLETION

Complete A.I. & Machine Learning, Data Science Bootcamp

Instructors **Andrei Neagoie, Daniel Bourke**

Eszter Báthory

Date **May 11, 2025**

Length **44 total hours**



Certificate no: UC-78103ac2-2d58-4cc2-9392-8421f9e843c3

Certificate url: ude.my/UC-78103ac2-2d58-4cc2-9392-8421f9e843c3

Reference Number: 0004

CERTIFICATE OF COMPLETION

Master Python programming by solving scientific projects

Instructors **Mike X Cohen**

Eszter Báthory

Date **April 24, 2025**

Length **35 total hours**

Completed Unity3D Course Pathways

Junior Programmer – 2024



Unity Junior
Programmer
Unity Technologies

Level 1 Code Comprehension

Interpret basic code in a Unity code base

Improve simple code using the features of an IDE

Level 1 Application Scripting

Control the execution of code with common logic structures

Compose scripts that utilize various APIs

Implement appropriate data types

Write code that integrates into an existing system

Cultivate a code style that is efficient and easy to read

Prototype new concepts

Level 1 Debugging

Diagnose and fix code that compiles, but fails to perform as expected

Diagnose and fix common compilation errors

Diagnose and fix compilation errors related to Unity's Scripting API

Diagnose and fix the cause of an exception

Level 2 Application scripting

Create the scene flow in an application state

Implement data persistence across scenes and user sessions

Level 1 Version control

Maintain a project by correctly implementing version control

Implement best practices of version control using Unity Collaborate

Level 1 Code optimization

Maximize code efficiency by correctly executing coding best practices

Debug performance issues

Level 2 Programming theory

Analyze the principal pillars of object-oriented programming

Simplify code and make it reusable by correctly implementing the principles of inheritance and polymorphism

Make code more secure and usable by correctly implementing the principles of abstraction and encapsulation, including the use of interfaces

Write efficient, organized, and comprehensible code by correctly implementing the principles of object-oriented programming

Unity Essentials – 2024



Unity Essentials
Pathway
Unity Technologies

Creating and Managing Unity projects

Install the Unity Editor for the first time

Work with projects in the Unity Hub

Unity Editor Essentials

Employ essential features of the Unity Editor

Create and Manage Scenes

Navigate in 3D space in the Scene view

Navigate in 2D space in the Scene view

Real-time Industry Essentials

Understand Unity's history and role within the industries that rely on real-time creation.

Describe the real-time production cycle

Scene Building Essentials

Identify the default elements in a new Scene

Create GameObjects

Transform GameObjects

Work with components and Scripts

Control the appearance of GameObjects

Employ basic physics for GameObjects

Publishing

Configure a basic build of a project

Level 1 Job Preparation

Prepare yourself for the job search

Create a portfolio, enabling you to pursue a job in real-time development

Cultivate professional attitudes

Plan your Unity learning journey by setting goals

Practice continuous personal and professional growth



Business Analysis Foundations

Course completed by Eszter Báthory

Aug 16, 2024 at 11:26AM UTC

Top skills covered

Business Analysis

Head of Global Content, Learning



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Program: International Institute of Business Analysis (IIBA®)
Provider ID: #189294

Activity #: 2132

Continuing Development Units (CDUs) : 2.00

Certificate ID:

b0bf08a60999cc667c194d3e7748105d38837337f28e89eefedde5fba139ce60





Deep Learning: Getting Started

Course completed by Eszter Báthory

Jul 29, 2024 at 12:14PM UTC • 1 hour 13 minutes

Top skills covered

Machine Learning

Deep Learning

A handwritten signature in black ink that reads "Eszter Báthory".

Head of Global Content, Learning

Certificate ID: 74a9397bb6dd5b1215e7c211515cb256df7b8b52b21c1b3f3ee3328820a8ebb7





Learning Arduino: Foundations

Course completed by Eszter Báthory
Aug 09, 2024 at 12:47PM UTC • 1 hour 6 minutes

Top skills covered

Arduino

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Head of Global Content, Learning

Certificate ID: fb6b75dcea948f37e63db070b4c7dcf5698650f225490f339402479149cc9408





Learning Arduino: Pulse Width Modulation

Course completed by Eszter Báthory

Aug 09, 2024 at 02:42PM UTC • 1 hour 16 minutes

Top skills covered

Arduino

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Certificate ID: 58c2ad5007113202f190ba0d255a1c9db3bf0f75029e533e18cc31638c6ae6b4





TensorFlow 2.0: Working with Images

Course completed by Eszter Báthory
Jul 24, 2024 at 12:41PM UTC • 40 minutes

Top skills covered

TensorFlow

Deep Learning

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Certificate ID: 3500dacf309360deal5b50adb5e4e4522d23acd5f140edc147a989550452600c





TensorFlow: Neural Networks and Working with Tables

Course completed by Eszter Báthory

Jul 24, 2024 at 07:17AM UTC • 43 minutes

Top skills covered

Neural Networks

TensorFlow

A handwritten signature in black ink that reads "Eszter Báthory".

Head of Global Content, Learning

Certificate ID: cff52a5747d26a748a97d38cadb0f32f6e78c3de749217e97013a3845886d911





TensorFlow: Working with NLP

Course completed by Eszter Báthory
Jul 25, 2024 at 12:50PM UTC • 41 minutes

Top skills covered

TensorFlow

Natural Language Processing (NLP)

Head of Global Content, Learning

Certificate ID: 49010a0682a9de959582775e1ec0db80349d2ef69083fd24e052f4348d4bb34f

