



4 Courses

Introduction to C++
Programming and Unreal

More C++ Programming and
Unreal

C++ Class Development

Intermediate Object-
Oriented Programming for
Unreal Games



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Utkarsh Bajpai

has successfully completed the online, non-credit Specialization

C++ Programming for Unreal Game Development

This Specialization is intended for intermediate programmers who want to learn how to program Unreal Engine games using C++. Learners should complete at least one other programming Specialization on Coursera (see <https://www.coursera.org/specializations/programming-unity-game-development>) or one programming course in high school or college before starting this Specialization. The first course assumes that level of programming experience, and throughout the 4 courses in the specialization you'll learn how to program in C++ and how to use that C++ knowledge to program Unreal Engine games. The C++ and Unreal material in the courses in the Specialization is slightly less comprehensive than the content in the first two game programming courses at UCCS.

The online specialization named in this certificate may draw on material from courses taught on-campus, but the included courses are not equivalent to on-campus courses. Participation in this online specialization does not constitute enrollment at this university. This certificate does not confer a University grade, course credit or degree, and it does not verify the identity of the learner.

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Verify this certificate at:

<https://coursera.org/verify/specialization/98LFQ22DBK73>