



8 Courses

- Introduction to Game Design**
- Unreal Engine Fundamentals**
- Fundamentals of Level Design with Unreal Engine**
- Blueprint Scripting**
- Visual Development and Audio Design in Games**
- User Interface in Game Design**
- User Experience in Game Design**
- Game Development and Prototyping**



Nov 20, 2025

Anastasios Marinos

has successfully completed the online, non-credit Professional Certificate

Epic Games Game Design

In this professional certificate learners received an in-depth introduction to the fundamentals of game design, Unreal Engine as a tool, level design, blueprint scripting, visual and audio development, UX and UI design. Learners then apply skills from each course to practice exercises that eventually build to one final capstone project. Learners who complete this certificate receive a balance between theory and practice relating to game design using Unreal Engine.

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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