CERTIFICATE OF ATTENDANCE

ADVANCED

THIRD YEAR

VIDEO GAME PROGRAMMING

ALESSIO DI IORIO

has attended the above training course, held online from 10/09/2023 to 7/09/2024

The course includes the following topics:
Logic circuits, Operating Systems theory, Assembly, C, C++, Rasterization and Raytracing, GPU programming (DirectX12 and OpenGL), Vulkan, Unreal Engine low-level API.

Andrea Morini
Director of Video Game Programming department

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