



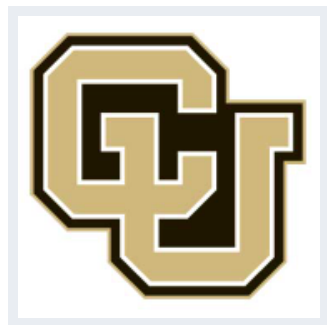
4 Courses

**Introduction to C#  
Programming and Unity**

**More C# Programming and  
Unity**

**Intermediate Object-  
Oriented Programming for  
Unity Games**

**Data Structures and Design  
Patterns for Game  
Developers**



Jan 3, 2022

**Egor Tatarnikov**

has successfully completed the online, non-credit Specialization

# C# Programming for Unity Game Development

This specialization is intended for beginning programmers who want to learn how to program Unity games using C#. The first course assumes no 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 Unity games. The C# and Unity material in the courses in the specialization is slightly more comprehensive than the content in the first 2 game programming courses at UCCS.

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Associate Professor of  
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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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