



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.

A handwritten signature in black ink that reads "RJCh".

Tim "Dr. T" Chamillard
Associate Professor of
Computer Science
Program Director,
Bachelor of
Innovation(TM) in Game
Design and
Development
University of Colorado
Colorado Springs

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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