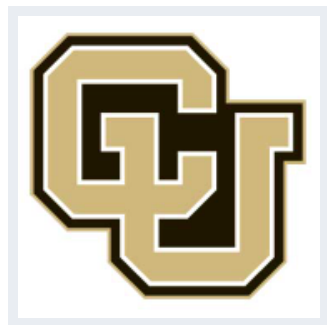**4 Courses**

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.

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

Verify this certificate at:
coursera.org/verify/specialization/ZHJDXG9CBQB7