Career Certification

you science™

This is to certify that

Zac Hawkins

has successfully completed the certification requirements for

Game Development Fundamentals 1

12/15/2025

Date issued

Molly Hart

Dr. Molly Hart,
State Superintendent,
Public Instruction

Thalea Longhurst

Thalea Longhurst,
State Career and Technical
Education Director

UTAH STATE BOARD OF EDUCATION
1896

Game
Development
Fundamentals 1

CERTIFIED

Game Development Fundamentals 1

Issued to: Zac Hawkins

Date issued: 12/15/2025

Certified Industry Skills and Knowledge

This certification verifies the candidate has successfully achieved the following industry competencies

Students will understand the relevant history of video games.

Students will be able to understand basic game design, user experience, and user interface concepts.

Students will be able to identify various game platforms, understand their impacts, and develop at least one game on one of those platforms.

Students will define various game genres and types

Students will be able to create and develop a game, in one of the identified game genres (Action, Adventure, RPG (Role Playing Game), Simulation or Strategy), using the Game Development Production Pipeline.

Students will explore careers and training in the game design and production world