

Adrian Babilinski

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Unity Certified Professional: Programmer

Issued by: [Unity Technologies](#)

Issued to: Adrian Babilinski

Issued on: 9 November 2019

Expires on: 9 November 2022

Description

Earners of the Unity Certified Professional: Programmer badge have the programming acumen within the context of professional software development processes to contribute to the creation and maintenance of applications built using Unity. Earners are able to solve difficult problems with code and are responsible for contributing to a broad range of potential technical tasks, including integrating art assets, coding the user interface, scripting user interactions and optimizing performance.



Unity Certified Instructor

Issued by: [Unity Technologies](#)

Issued to: Adrian Babilinski

Issued on: 12 November 2019

Description

Earners of the Unity Certified Instructor badge have the core skills required to successfully train creators to build various types of interactive applications. These earners also have the combination of strong instructional skills and Unity skills for interactive development.



Unity Certified Professional: Artist

Issued by: [Unity Technologies](#)

Issued to: Adrian Babilinski

Issued on: 16 November 2019

Expires on: 16 November 2022

Description

Earners of the Unity Certified Professional: Artist badge are professionals with 2-4 years experience who bring visual assets into Unity to populate the “world” of the application to execute a key part of the creative vision for the project. They contribute to a broad range of tasks in service of the application's aesthetics, including applying materials and shaders to 3D models, setting up and managing 3D environments, configuring and controlling cameras, and lighting scenes.

**Unity Certified Expert: Programmer****Issued by:** [Unity Technologies](#)**Issued to:** Adrian Babilinski**Issued on:** 4 March 2020**Expires on:** 4 March 2023**Description**

Earners of the Unity Certified Expert: Programmer badge are highly technical and logically oriented professionals who implement assets created by Technical and General 3D Artists, and add their scripts to make the Game Design Document (GDD) come to life. They are responsible for implementing the assets, participating in designing the game, creating NPCs, game mechanics, implementing the user interface, and populating the game.