

# Career Certification



This is to certify that

**Garrett Nelson**

has successfully completed the certification requirements for

**Game Development Fundamentals 1**

**12/16/2025**

Date issued

*Molly Hart*

Dr. Molly Hart,  
State Superintendent,  
Public Instruction

*Thalea Longhurst*

Thalea Longhurst,  
State Career and Technical  
Education Director



Game  
Development  
Fundamentals 1

**CERTIFIED**



# Game Development Fundamentals 1

Issued to: Garrett Nelson

Date issued: 12/16/2025



## 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