MACHINA
GAME DEV ACADEMY

certifies that

Ivan Zorić

has successfully completed

C# PROGRAMMING AND UNITY GAME ENGINE

Unity course covers all the competences necessary for the planning and programming of video games using Unity game engine and C# programming language. The student has been taught basics of game design and programming, and is fully proficient with all aspects of the Unity game engine.

5. 9. 2020. in Zagreb

MACHINA CENTER
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ZADVORSKO
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Lovro Nola, director