



5 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

C# Programming for Unity
Game Development Capstone
Project



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Sebastián Maroñas González

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 5 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 first 4 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
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Design and
Development
University of Colorado
Colorado Springs

The online specialization named in this certificate may draw on material from courses taught on-campus, but the included courses are not equivalent to on-campus courses. Participation in this online specialization does not constitute enrollment at this university. This certificate does not confer a University grade, course credit or degree, and it does not verify the identity of the learner.

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