



4 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



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Victor Lalo

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 4 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 courses in the specialization is slightly more comprehensive than the content in the first 2 game programming courses at UCCS.

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