

## PROGRAMMER

### Self-Guided Study:

All below found at Udemy.com using login- [kirkj@pcsb.org](mailto:kirkj@pcsb.org) password- Techhigh1

- Unity:
  - Complete Unity 3D Game Development Course
  - Ultimate Guide to Making 2D Mobile Game in Unity- C#
  - Complete C# Unity Developer 3D- Learn to Code Making Games
  - Learn C# by Developing Games with Unity
  - Build Virtual Reality Games for Google Cardboard Using Unity
- Unreal:
  - Unreal Engine Developer Course- Learn C++ & Make Games
  - Learn C++ for Game Development in Unreal Engine
  - Unreal Multiplayer Mastery- Online Game Development
- Mobile:
  - Ultimate Guide to Making 2D Mobile Game in Unity- C#
  - Android & Java- Mobile App Development
- VR:
  - Build Virtual Reality Games for Google Cardboard Using Unity

### Certifications I recommend you get this year:

Microsoft Technology Associate- All offered (Operating Systems, Mobility & Device, Software Development, Networking Fundamentals if interested in multiplayer, and HTML5 App Development- the last two are extremely advanced & require a lot of outside studying/preparation).

Microsoft Office Excel

### What do I turn in WEEKLY?

Source Code

Project Files

Notes

### College Resources:

SPC Certificate- <https://go.spcollege.edu/Computer-Programmer-Certificate/>

SPC Associates- [https://go.spcollege.edu/Computer\\_Programming/](https://go.spcollege.edu/Computer_Programming/)

USF Options: <http://www.usf.edu/engineering/cse/undergraduate/index.aspx>