

PROGRAMMER

Self-Guided Study:

- Create any game build on your own or using a tutorial you find. Must upload weekly progress in your Friday File.
- Improve any past game build significantly – get it digital portfolio ready! Must upload weekly progress in your Friday File.
- Go back through the [Unity C# Survival Guide](#) Upload your challenges in your Friday File.
- Study programming and try exercises through [W3schools](#) (should copy/paste the code you do in the exercises for your Friday File).
- Find your own programming tutorials – if you do this option must give me the link to them as well as turn in what you do each week in your Friday File.

Certifications I recommend you get this year:

Microsoft Technology Associate- All offered (Operating Systems, Mobility & Device, Software Development, and Unity Programmer).

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/

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