

GAME PROGRAMMING CERTIFICATE



Game Programmers work with software to make a game work. They implement mechanics from designers and assets from artists and sound designers. Develop these skills with the Essentials of Video Game Programming Certificate!

- Learn about C#, C++, Unreal code practices for games
- Brainstorm, prototype, test
- Work with Unity, Unreal, Perforce software
- Complete projects alone and as part of a team—crucial experience for a game development resume
- Meet students and faculty passionate about video game development to start your network

GAME ART CERTIFICATE



Game Artists create the audio and visual elements for video games. Using both traditional and digital art, game artists must be aware of how their art integrates with game mechanics. Learn how to do this with the Game Art Certificate!

- Develop skills in 2D and 3D asset creation and implementation, optimization, and asset organization
- Work with Unity, Unreal, Maya, Blender, Photoshop, and other industry-standard software

GAME DESIGN CERTIFICATE



Game Designers develop the mechanics, dynamics, and aesthetics of games, and work with programmers and artists to turn their ideas into complete interactive experiences. The Game Design Certificate will help you build these skills!

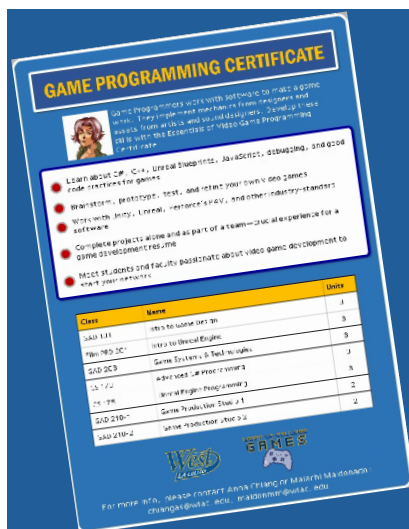
- Learn how to identify and create the building blocks of any kind of game from board games to video games
- Practice game design documentation, playtesting procedures, and implementation of feedback
- Develop skills in user experience and interaction design
- Work with Unity, Unreal, Maya, Blender, Photoshop, and other industry-standard software
- Complete projects alone and as part of a team—crucial experience for a game development resume



Game Programming Certificate

Game Programmers work with software to make a game work. They implement mechanics from designers and assets from artists and sound designers. Develop these skills with the Essentials of Video Game Programming Certificate!

- ✓ Learn about C#, C++, Unreal Blueprints, JavaScript, debugging, and good code practices for games
- ✓ Brainstorm, prototype, test, and refine your own video games
- ✓ Work with Unity, Unreal, Perforce's P4V, and other industry-standard software
- ✓ Complete projects alone and as part of a team—crucial experience for a game development resume
- ✓ Meet students and faculty passionate about video game development to start your network



Course List:

- GAD 101 Intro to Game Design
- FLM PRD 201 Intro to Unreal Engine
- GAD 203 Game Systems & Technologies
- CS 173 Advanced C# Programming
- CS 175 Unreal Engine Programming
- GAD 210-1 Game Production Studio 1
- GAD 210-2 Game Production Studio 2

For more information, contact Laura Guichard or KB at guichalw@wlaac.edu or bonfigkm@wlaac.edu

GAME PROGRAMMING CERTIFICATE



Game Programmers work with software to make a game work. They implement mechanics from designers and assets from artists and sound designers. Develop these skills with the Essentials of Video Game Programming Certificate!

- Learn about C#, C++, Unreal code practices for games
- Brainstorm, prototype, test
- Work with Unity, Unreal, Perforce software
- Complete projects alone and as part of a game development resume
- Meet students and faculty passionate about video game development to start your network

GAME ART CERTIFICATE



Game Artists create the audio and visual elements in video games. Using both traditional and digital art skills, game artists must be aware of how their art interacts with game mechanics. Learn how to do this with the Game Art Certificate!

- Develop skills in 2D and 3D asset creation and implementation, animation, optimization, and asset organization
- Work with Unity, Unreal, Maya, Blender, Photoshop, Perforce's P4V, and other industry-standard software

GAME DESIGN CERTIFICATE



Game Designers develop the mechanics, dynamics, and aesthetics of games, and work with programmers and artists to turn their ideas into complete interactive experiences. The Game Design Certificate will help you build these skills!

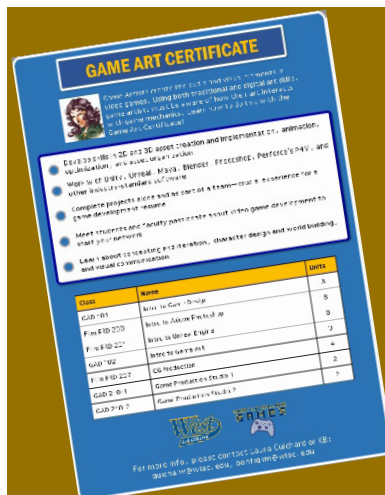
- Learn how to identify and create the building blocks of any kind of game, from board games to video games
- Practice game design documentation, playtesting procedures, and implementation of feedback
- Develop skills in user experience and interaction design
- Work with Unity, Unreal, Maya, Blender, Photoshop, Perforce's P4V, and other industry-standard software
- Complete projects alone and as part of a game development resume



Game Art Certificate

Game Artists create the audio and visual elements in video games. Using both traditional and digital art skills, game artists must be aware of how their art interacts with game mechanics. Learn how to do this with the Game Art Certificate!

- ✓ Develop skills in 2D and 3D asset creation and implementation, animation, optimization, and asset organization
- ✓ Work with Unity, Unreal, Maya, Blender, Photoshop, Perforce's P4V, and other industry-standard software
- ✓ Complete projects alone and as part of a team—crucial experience for a game development resume
- ✓ Meet students and faculty passionate about video game development to start your network
- ✓ Learn about concepting and iteration, character design and world building, and visual communication




Course List:

- GAD 101 Intro to Game Design
- FLM PRD 200 Intro to Adobe Photoshop
- FLM PRD 201 Intro to Unreal Engine
- GAD 102 Intro to Game Art
- FLM PRD 207 CG Production
- GAD 210-1 Game Production Studio 1
- GAD 210-2 Game Production Studio 2

For more information, contact Laura Guichard or KB at guichalw@wla.edu or bonfigkm@wla.edu

GAME PROGRAMMING CERTIFICATE



Game Programmers work with software to make a game work. They implement mechanics from designers and assets from artists and sound designers. Develop these skills with the Essentials of Video Game Programming Certificate!

- Learn about C#, C++, Unreal code practices for games
- Brainstorm, prototype, test
- Work with Unity, Unreal, Perforce software
- Complete projects alone and game development resume
- Meet students and faculty passionate about video game development to start your network

GAME ART CERTIFICATE



Game Artists create the audio and visual elements for video games. Using both traditional and digital art, game artists must be aware of how their art integrates with game mechanics. Learn how to do this with the Game Art Certificate!

- Develop skills in 2D and 3D asset creation and implementation optimization, and asset organization
- Work with Unity, Unreal, Maya, Blender, Photoshop, Perforce and other industry-standard software

GAME DESIGN CERTIFICATE



Game Designers develop the mechanics, dynamics, and aesthetics of games, and work with programmers and artists to turn their ideas into a complete interactive experience. The Game Design Certificate will help you build these skills!

- Learn how to identify and create the building blocks of any kind of game, from board games to video games
- Practice game design documentation, playtesting procedures, and implementation of feedback
- Develop skills in user experience and interaction design
- Work with Unity, Unreal, Maya, Blender, Photoshop, and other industry-standard software
- Complete projects alone and as part of a team—crucial experience for a game development resume
- Meet students and faculty passionate about video game development to start your network



Game Design Certificate

Game Designers develop the mechanics, dynamics, and aesthetics of games, and work with programmers and artists to turn their ideas into a complete interactive experience. The Game Design Certificate will help you build these skills!

- ✓ Learn how to identify and create the building blocks of any kind of game, from board games to video games
- ✓ Practice game design documentation, playtesting procedures, and implementation of feedback
- ✓ Develop skills in user experience and interaction design
- ✓ Work with Unity, Unreal, Maya, Blender, Photoshop, Perforce'sP4V, and other industry-standard software
- ✓ Complete projects alone and as part of a team—crucial experience for a game development resume
- ✓ Meet students and faculty passionate about video game development to start your network



Course	Units	Level
GAD 101	3	1
FLM PRD 200	3	2
FLM PRD 201	3	2
GAD 102	3	1
GAD 203	3	2
GAD 210-1	3	2
GAD 210-2	3	2

Course List:

- GAD 101 Intro to Game Design
- FLM PRD 200 Intro to Adobe Photoshop
- FLM PRD 201 Intro to Unreal Engine
- GAD 102 Intro to Game Art
- GAD 203 Game Systems & Technologies
- GAD 210-1 Game Production Studio 1
- GAD 2 210-2 Game Production Studio 2

For more information, contact [Laura Guichard](mailto:Laura.Guichard@wlaac.edu) or [KB](mailto:KB@bonfigkm@wlaac.edu) at guichalw@wlaac.edu or bonfigkm@wlaac.edu