For aspiring game developers

This certification is designed for future game developers who want to showcase their mastery of core Unity skills and concepts to obtain their first professional Unity role. Successful exam takers have a background in computer science or are self-taught Unity hobbyists who have a solid grasp of the skills required to become a Unity game developer.

Prerequisites

- Can build complex games using C# in Unity

- Have previously built a game for publication

- Possess a solid understanding of end-to-end game production

- Confident iterating with prototypes, debugging, and solving programming challenges

What's on the exam?

You can expect to see questions across these topics:

- Animation

- Asset management

- Audio

- Employment preparedness

- Game art principles

- Game design principles

- Industry awareness

- Lighting

- Materials and effects

- Physics

- Programming
- Project management
- Services