Continuing Education at Seattle Central College presents:

Unity User: Programmer Certificate Course

OVERVIEW

Are you interested in creating your own apps or games in virtual reality? Get started in a career as a developer in the real-time 3D ecosystem by taking this certificate course.

Part of Seattle Colleges' Extended Reality (XR) program, this course will prepare you to take the both the Unity User: Programmer Certification and Unity User: VR Developer User exams.

"Extended Reality," an umbrella term for virtual and augmented reality, is a rapidly growing, high-wage field with job opportunities in the Seattle area, throughout the country, and internationally. Seattle Colleges' new XR micropathway is one of the only programs of its kind in the nation.

PROGRAM DETAILS

Earn your User Unity: Programmer Certificate after successful completion of these three classes:

- Intro to Software Development & Version Control -- Fall 2022
- Intro to Immersive Media A -- winter quarter, dates TBA
- Intro to Immersive Media B -- spring quarter, dates TBA

WHO MIGHT ENJOY THIS COURSE

- Future creators in the real-time 3D ecosystem
- People interested in exploring a career path in extended reality development
- Future developers who want to create their own game or app
- Anyone interested in learning how to create immersive experiences in Unity

PROGRAM START
Fall 2022

FORMAT
Real-time online

CLASS TIMES
Evenings

DURATION
3 quarters (9-10 months)

TOTAL COURSE HOURS
140

LEARN MORE & REGISTER
No application or college admission needed. Simply scan this QR code to get started!

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HIGHLIGHTS & INSTRUCTORS

Intro to Software Development & Version Control

Instructor: Jishnu Nath

- Introduction to Visual Studio, the structure of a C# program, and anatomy of an application project file
- C# syntax and features including Exception Handling
- Object-oriented programming
- Interfaces, Inheritance and Polymorphism – what they are and why this would matter in developing games
- Advanced C# features (indexers, delegates)
- Accessing data using Entity Framework
- Introduction to continuous integration and continuous deployment or delivery (CI/CD)
- Introduction to Unit Testing and Application Performance
- Model-view-controller (MVC) framework – a primer

Intro to Immersive Media A

Instructor: Andrew Edmonds

Note: This is list of topics might change; please check the website for current information.

- Use the API to write code and use the appropriate programming, syntax, and class of objects
- Use modifiers, data collections, and dictionaries
- Use and control of a viable function
- Identify appropriate actions for various scenarios
- Use of various logic and flow control operators
- Evaluate coding errors and follow coding standards
- Navigate the interface and determine changes based on requirements

Intro to Immersive Media B

Instructor: Andrew Edmonds

Note: This is list of topics might change; please check the website for current information.

- Setup and implement Package Management for enabling VR
- Determine whether a VR UI is following Unity VR Best Practice
- Assess the Degrees of Freedom allowed by the VR equipment
- Identify and optimize the user experience, such as texture, run time, and latency

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