About the course

The Games Development bootcamp is a 12-week course designed to equip you with the practical skills required to join the gaming industry.

you will be introduced to both the Unity Associate Programmer & Unity Associate Artist skillsets and develop a specialism in one of these tracks. As well as these two core areas you will get a broad over view of the games industry as a whole.

The bootcamp includes student-driven guest sessions from various publishers, developers, media houses and more.

You'll also participate in a series of personal development and careers sessions, which will help you to prepare for your guaranteed interview and quickly integrate into any team.

You'll work in teams on game jams, prototyping exercises, and participate on a client-facing project from Game Industry partners as part of this course.

Course modules:

▸ Introduction to Unity

▸ Marketing in games

▸ Source Control

▸ Moving objects across a small scene

▸ 3d models and animation: the graphic pipeline

▸ 2D raycasting controller

▸ Animation Basics for 2d

▸ Industry Talks

▸ Asset Creation and management

Qualifications:

During the course learners will gain a Unity associate qualification with a choice of: Unity Associate Artist, Unity certified Associate Games Developer or Unity Associate Programmer.

You are also able to study the Unity User track if you would like a more entry level qualification.

Skills developed:

▸ You will develop game features, systems and c# in the Unity Game Engine

▸ By the end of this course, you will have solid core skills and competencies across programming, UI, debugging, asset management and Unity art Skills

▸ Through the client-facing project, you will show familiarity with game development skills by following the production of a working game from concept through to publication

▸ Understanding of game mechanics, features and functionalities
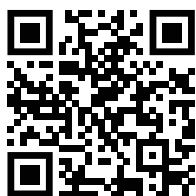
Scan here to register your interest in this course or visit:

www.skills-city.com/apply

Example course structure

Mon	Tues	Weds	Thurs	Fri
Introduction to Unity Pt 1	Your Vibe (ToK session)	1st project: Moving objects across a small scene Pt 2	What is UI and how do we make it responsive?	2nd project: 2D Raycasting controller Pt 2
Open Office	1st Project: Moving Objects across a small scene Pt1	1st Project: Moving Objects across a small scene Pt3	2nd project: 2D Raycasting controller Pt 1	Open office with Tutor Lead
Introduction to Unity Pt. 2	Open Office	Careers support intro to IN4.0 Talent	Capstone Project Introduction	

Where can this take me?

You will be able to demonstrate to potential employers that you meet the Unity Associate level and expertise as a Unity Developer. After completing the course, you can confidently apply for junior positions in the Game Industry and Creative agencies. You can further your studies to gain the Unity Professional level qualifications.

Career pathways:

With the Unity Associate qualifications, you can apply to jobs such as: Junior Programmer, Unity developer, Junior Game Designer, Game Programmer, Junior Artist and Technical Game Programmer.

Salary insights:

The average game developer's junior salary in the UK is £27K per year or £13.85 per hour. Entry-level positions start at £20K per year, while most experienced workers make up to £28K per year.

Eligibility criteria

Skills Bootcamps are available to:

▸ Adults, regardless of prior attainment (unless required by the role/regulations of the industry in which the vacancies are being offered)

▸ Aged 19+ who are either:
  • Employed
  • Career changers /returners/redeployed
  • Self-employed
  • Unemployed within the last 12 months

▸ This course is aimed at aspiring game developers who have a background in computer science, software engineering, digital art, 3D art background or a related subject – or are self-taught Game hobbyist who have a solid grasp of the skills required to become a Unity Game Developer

▸ This course is a full-time commitment, and you will be expected to attend all sessions

▸ Learners need to have their own computer/laptop that meets the Unity Hardware requirement: docs.unity3d.com/Manual/system-requirements, a mouse and/or accessories you work best with

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