



SKILLS CITY

Fair Access to Technology Futures

Skills Bootcamp:

UNITY DEVELOPMENT

Kickstart your tech career through our Skills Bootcamp

About the course

This course will enhance skills in XR, VR and AR application development and prepare you for working in the immersive industry. Using the Unity engine you will expand your skillset in Games Development, Revolutionary Industrial Application Development and Virtual Training Simulators.

You will learn industry and platform specific programming languages, source and version control as well as mobile development.

You will have a chance to practice the skills you learn on multiple projects with at least one multidisciplinary team to help you build your portfolios either as an artist or programmer.

This course will also include a chance for you to interact with and hear about the industry from people currently working within it. The course also offers employment support such as CV, interview, and portfolio workshops from our team aimed at preparing you to enter the industry in a junior level role.

In addition, we support your personal development, ensuring you can use the tech, and also interact with customers and team members from both technical and non-technical backgrounds.

Course modules:

- ▶ Shading, Lighting & Scripting
- ▶ 3D Models/ Animation: UDRP & HDRP
- ▶ XR Development
- ▶ Mobile Development
- ▶ Project Development
- ▶ Source Control Management including Git
- ▶ Asset creation & management
- ▶ Prefab creation & lighting
- ▶ XR development and character configuration
- ▶ UI design and interactivity
- ▶ Working with animation controllers
- ▶ Particle effects and cut scenes
- ▶ Employability skills & personal development

Pathways:

You will choose between one of the following:

- ▶ Unity Artist

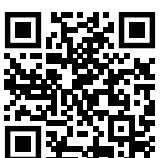
Skills developed:

Develop an understanding of and competency in:

- ▶ Java and either C++ or C# including component development
- ▶ Immersive technology development in XR/VR/AR
- ▶ Continuous integration and manage version control

- ▶ Unity Programmer

- ▶ Agile Software development process
- ▶ Understanding of Multiple Platforms Development
- ▶ Experience importing, configuring, and lighting 3D objects and environments for various platforms, including PCs, mobile devices, and AR.



Scan here to register your interest in this course or visit:

www.skills-city.com/apply

Example course structure

Mon	Tues	Weds	Thurs	Fri
Skill specific Session	Skill specific Session	Skill specific Session	Skill Session	Skill or platform specific Session
Practice/Lab work (self-learning)	Practice/Lab work (self-learning)	Practice/Project work /Exam Revision	Practice/Project work/ Exam Revision	
Platform specific Session	Platform specific Session	Platform specific Session	Industry Guest Speaker	Practice /Project work /Exam Revision
			Platform Session	

Where can this take me?

After completing the course, you'll be ready to start your career in the technology industry in a junior or mid-level role.

Salary insights:

Programmer students: Average entry or junior level positions £22-£64,000 depending on the company.

Artist students: Average entry or junior level positions start at £21,500-£34,500 per year dependant on the company.

For either type of role the average as an apprentice is usually between £16,000 and £22,000 starting salary with the ability for this to increase by up to £10,000 over the course of the apprenticeship depending on the role and the company.

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
- ▶ Individuals who have a strong interest in Immersive Technologies
- ▶ This is a full-time course requiring at least 35 hrs a week
- ▶ A computer that is capable of running Microsoft Teams, Zoom and Unity. Which includes a microphone, a camera and a 3 button mouse

As a programmer:

You will need knowledge and skills with at least one of the following to be eligible for the course:

- ▶ Unity experience
- ▶ Object Oriented-Programming Languages: C++, C# or Java
- ▶ Computer Science background or Industry experience in development

As an artist: You will need knowledge and skills with at least one of the following to be eligible for the course:

- ▶ A basic understanding of 3D concepts and fundamentals
- ▶ Knowledge in Blender, Maya, or any other 3D modelling software
- ▶ Understanding on digital or fine art theory
- ▶ Experience with 3D/ 2D development software or a Graphic Design related degree or background



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