UBISOFT
COURSE
PROGRAMMING OF AAA GAMES

YOU HAVE A PASSION FOR C++ AND VIDEO GAMES?
TAKE PART IN OUR 4-SATURDAYS-LONG GAME DEV COURSE DURING NOVEMBER 2019

WHAT YOU WILL LEARN:

- GAME DEVELOPMENT TERMINOLOGY
- THEORETICAL FOUNDATION OF GAME DEVELOPMENT
- HOW TO BUILD YOUR OWN ENGINE AND CREATE A SMALL GAME IN IT

WHAT YOU NEED TO HAVE:

- SUCCESSFULLY COMPLETED UNIVERSITY OBJECT-ORIENTED PROGRAMMING COURSE
- PASSION FOR VIDEO GAMES

SOUNDS INTERESTING?

APPLY HERE UNTIL 24.10. AT 23:59H IN THE LATEST.
CHOSEN PARTICIPANTS WILL BE INFORMED BY THE 28TH OF OCTOBER.

LOOKING FORWARD
TO DEVELOPING GAMES WITH YOU!

UBISOFT
BELGRADE