

UBISOFT

COURSE

STEP-BY-STEP TO A FINISHED GAME

YOU HAVE A PASSION FOR C++ AND VIDEO GAMES?

TAKE PART IN OUR 8-SATURDAYS-LONG GAME DEV COURSE DURING
NOVEMBER AND DECEMBER 2020

WHAT YOU WILL GET FROM THIS:

- ◆ A SOLID BASE IN MODERN GAME DEVELOPMENT THEORY ◆
- ◆ A CHANCE TO DEVELOP AN IN-HOUSE GAME ENGINE ◆
- ◆ AN OPPORTUNITY TO MAKE YOUR OWN GAME USING THAT ENGINE ◆
- ◆ EXPERIENCE WORKING ON A REAL PROJECT IN A TIGHT TEAM ◆

WHAT YOU NEED TO BRING IN:

- ◆ POSITIVITY AND PATIENCE ◆
- ◆ BASIC C++ KNOWLEDGE ◆
(min. one university course on C++)
- ◆ A PASSION FOR GAME DEVELOPMENT ◆
- ◆ GOOD ENGLISH SKILLS ◆

SOUNDS INTERESTING?

APPLY [HERE](#) UNTIL 25.10. AT 23:59h IN THE LATEST.

CHOSEN PARTICIPANTS WILL BE INFORMED BY THE 28th OF OCTOBER.

**LOOKING FORWARD TO DEVELOPING
GAMES WITH YOU!**