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Build a Career in Games

by Creative Technology Club

24 sessions, 1.5 hour each. Course starts in summer.
Prior experience with programming is required.

Course Content

Each student will learn how to make their own game with the Unity game engine. Students will also learn how to start selling their game in app stores. This will be a hands-on course aimed at completing and publishing a game.

We will cover the following areas:

- Game Programming
- Game Design
- Artwork, Sound and Music in Games
- Releasing and Marketing your Game

What will the students take away?

- Amazing end to end experience of creating and bringing a product to market
- Having your own app is an extremely effective addition to your resume
- Your game will earn you revenue
- Students can prepare to become a certified Unity developer or freelancer on Unity Connect
- This course will be a launching pad for an amazing career in the Games Industry

Why this course?

This course is designed to be better for your resume than an internship. Your understanding of all the aspects of developing and releasing a product will be valued by an employer. They can immediately try your product on their phone and get a sense of your abilities.

A unique opportunity to work with an expert on your own project:

You will get direct mentorship from Shalin Shodhan who has 15 years of experience in games and films. At Pixar Animation Studios, Shalin has worked on 6 films including Toy Story 3, Brave and Inside Out which won the Oscar for Best Animated Film. At Electronic Arts (EA) he worked on the game Spore which sold over 5 million copies and was voted in the top 20 inventions of 2008 by Time Magazine. Shalin's own studio Masala Games publishes his apps such as Word Mess, which has been the #1 word game in 40 countries and has been downloaded over 600,000 times. Shalin has a Masters Degree in Entertainment Technology from Carnegie Mellon.

To register, call 9724373269