

Future Creators Start With Industry-Recognized Certification

Unity is one of the most in-demand tech skills, with a **39%** growth rate forecasted over the next two years.

– Burning Glass job market data

Unity Certified User Certification

Unity is the leading content-creation platform for VR/AR, real-time 3D, and mobile 2D. Unity software is used around the world to create everything from games to movies, 3D models to VR simulations.

The Unity Certified User: Programmer certification enables individuals to get started in interactive content creation for industries such as gaming, entertainment, automotive, XR, and AEC (architecture, engineering, and construction).

For Schools

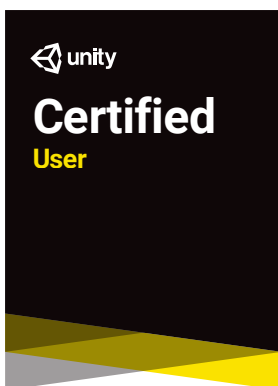
- Provides a result-driven way to ensure curriculum aligns with industry and global standards.
- Access to learning resources, practice tests, and certification exams to align in your courses.
- Can be administered on campus or in a classroom by becoming a Certiport Authorized Testing Center.

For Aspiring Professionals

- Verifies skills using Unity software to promote on resumes and portfolios.
- Positions individuals as credible job candidates to employers with an industry-recognized credential.
- Provides a pathway to increasing levels of professional skills validation.

Whether it's a desire to create games and apps or build new worlds in AR and VR, the Unity Certified User certification is a measurable way for employers and institutions to verify knowledge and skills using Unity.

To learn more, contact a Certiport Representative at www.certiport.com/Unity



Official Learning and Preparation Resources

The Unity Certified User certification covers the basics of programming within Unity to create interactivity in games, apps, AR/VR, and other experiences. The [exam objectives](#) are aligned with current industry standards set by professionals and educators.

Individuals will be expected to have at least 150 hours of Unity software use and training to obtain the certification. Learners can complete any combination of these resources including a practice test to prepare for the certification exam. There a number of learning resources available to help meet this requirement.

Unity Certified User Courseware

The [Unity Certified User Courseware](#) provides a structured, self-study program that includes everything a student would need to tackle the Unity Certified User Programming exam. Students will learn the Unity platform, C# programming and game development fundamentals by following the hands-on production of multiple working projects in both 2D and 3D.

fundamentals that they learn in the course along with learning project management skills as they make fun mini-games. Students also leverage their creativity, as the course culminates with building a personal game.



LEARN

Courseware, curriculum, and test preparation aligned to the exam objectives.



PRACTICE

Customizable practice tests to become familiar with the testing environment.



CERTIFY

Real-world experience through scenario and performance based certification exams.

Create With Code Course

[Create with Code](#) is a self-paced course designed for students to master the fundamentals of computer science and programming in C# over a series of projects. Students apply computer science

Unity Learn

[Unity Learn](#) is a free learning platform and home to Unity's award-winning learning materials with a collection of hundreds of free projects and tutorials.

Official Practice Test

Certiport has partnered with GMetrix to deliver industry-leading practice tests for the Unity Certified User certification. The [Unity Certified User practice test](#) replicates the testing experience and builds familiarity with the exam environment. GMetrix includes reporting and insight features to ensure your students are prepared for their certification exam.

Free Unity Software

Qualifying educators and schools, can request a site license and receive a free version of Unity. Learn more at [Unity Education](#).

To learn more visit [Certiport.com/Unity](https://certiport.com/Unity)