



Exam Objectives

Unity Certified Expert: Programmer



Prerequisites

This certification is designed for programmers with 5+ years of experience in roles such as Gameplay Programmer, Game Engineer, Software Engineer, Senior Software Engineer, Mobile Application Developer, Tools Programmer, AI Programmer, AR/VR/MR/XR Developer, and DOTS Programmer.

The knowledge tested on this exam is gained through experience on-the-job in real project situations. The test assesses your ability to apply this knowledge to a specific scenario and determine the appropriate action or outcome. It requires analysis, attention to detail, and critical thinking skills, in addition to extensive knowledge of Unity.

Prerequisite experience:

- Experience working with a team of programmers
- 5+ years of relevant professional programming experience
- Proficiency in Unity 2019 LTS or later
- Expertise implementing the technical aspects of design documents
- Ability to architect solutions at various stages of development
- Knowledge of advanced techniques to build and customize solutions for complex requirements
- Ability to identify the root cause of complex problems and solve them using sustainable solutions
- Experience reviewing and evaluating code for clarity, structure, quality and accuracy
- Up to date on industry trends and emerging technology



Core Skills

(Certification exam topics)

1. Technical Feasibility and Planning
 - 1.1. Determining pre-project technical capabilities
 - 1.2. Analyzing project scope
 - 1.3. Applying technical documentation specifications to a project
 - 1.4. Determining the necessary architecture for a project

2. Coding
 - 2.1. Evaluating code for quality assurance
 - 2.2. Analyzing the code's long-term sustainability
 - 2.3. Recommending systems for development
 - 2.4. Using mathematics, programming patterns, algorithms, and structures
 - 2.5. Understanding how data-oriented design is used in Unity

3. Workflow
 - 3.1. Analyzing a project workflow to determine what custom Editor extensions are needed
 - 3.2. Assessing a project to determine what improvements should be made to the pipeline