



8 Courses

Introduction to Game Design

Unreal Engine Fundamentals

Fundamentals of Level Design
with Unreal Engine

Blueprint Scripting

Visual Development and Audio
Design in Games

User Interface in Game Design

User Experience in Game
Design

Game Development and
Prototyping



Oct 24, 2026

Daniil Kozlov

has successfully completed the online Professional Certificate

Epic Games Game Design

In this professional certificate learners received an in-depth introduction to the fundamentals of game design, Unreal Engine as a tool, level design, blueprint scripting, visual and audio development, UX and UI design. Learners then apply skills from each course to practice exercises that eventually build to one final capstone project. Learners who complete this certificate receive a balance between theory and practice relating to game design using Unreal Engine.

Christopher L. Main

Christopher Main

Christopher Main

Christopher Main

Christopher Main

This certificate attests to the learner's completion of an online program delivered via Coursera. It does not constitute formal enrollment at any university or entity and does not itself grant academic credit, grades, or a degree. Institutions or organizations may, at their discretion, recognize this learning toward their own programs or credentials.

Verify this certificate at:

<https://coursera.org/verify/professional-cert/9L84VZAK4CVD>