

CENTRE FOR ENTERTAINMENT ARTS

ADVANCED GAME TECHNOLOGY DIPLOMA

Langara Centre for Entertainment Arts has a new Advanced Game Technology Diploma.

Students will be given a full introduction to all aspects of the game development process and will learn topics such as game programming, engine programming, and network programming. They will develop a portfolio uniquely tailored toward their desired career path in the games industry. This program provides students with specialization skills not typically found prior to entering industry.

cea.langara.ca
Vancouver, BC, Canada

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WORK BY CEA DIRECTOR OF GAME DESIGN PROGRAMS
SCOTT MORIN (STAR WARS BATTLEFRONT II)

■ OUR CURRICULUM

- Two-year, full-time program
- 24 required courses
- Six, 15-week terms
- 12 hours of lectures each week
- 8 hours of lab each week
- Additional studio lab time provided to complete assignments and projects

■ CAREER OPPORTUNITIES

Graduates of this program will have job-ready skills. Here are some of the career paths that may follow out of this program:

- Gameplay Programmer
- Tools Programmer
- AI Behaviour Programmer
- Engine Programmer
- Shader/Rendering Programmer
- Build Engineer
- Network Programmer
- UI Programmer
- VR Programmer
- AR Programmer

WORK BY CEA SENIOR INSTRUCTOR MIKE HAYES (BATTLEFIELD HARDLINE)

■ ADMISSION REQUIREMENTS

- Demonstrated English language proficiency.
- An introductory level in game programming, or an intermediate proficiency in general computer programming.
- A portfolio of 5-10 of your best pieces of work (e.g., code-snippets, online repositories, full projects, specific project credits, etc.) in digital format. Ideal portfolios will reflect a broad range of influences, languages, and subject matter.

International graduates may be eligible to apply for a post-graduation work permit (PGWP) for up to three years.

■ SOFTWARE & SKILLS



- Build games using the Unity and Unreal engines.
- Work on game logic, AI behaviour, and general game flow.
- Create custom tools, rendering pipelines, and develop plugins.
- Become an expert at using C#, C++, and Python.
- Create custom real-time networking solutions for video games.
- Build an engine from the ground up.
- Create asynchronous networking solutions & backend data services.
- Develop games for PC, Console, Mobile, and the latest XR technologies.

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For more information, contact us today at programs@thecea.ca