M.S. in Computer Game Development

Learning Outcomes

Students will be able to:

- Demonstrate proficiency with real-time C++ programming language.
- Design and implement real-time networking for games.
- Create and design software architecture systems using Design Patterns technique.
- Apply real-time polygonal video graphics and rendering systems to solve graphics and simulation problems.
- Design and implement a real-time Game Engine.
- Manage software projects in a local and global environment.