

THIS CERTIFIES THAT

Kenny Baron



HAS SUCCESSFULLY COMPLETED THE 30 HOURS OF THE MODULE:

2D Game Engine with C++ and Lua

This online course covered 30 hours of theory and practice of a 2D game engine with C++ & Lua

Module leader: Gustavo Pezzi

Issued: 2023-10-02

Certificate ID: 4mjhjuqwb3



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