INVENTATEQ

MASTER 3D GAME DEVELOPMENT COURSE With Placement

Build In-Demand Professional Expertise with Real-Time Hands-on Game Development Training

WHAT YOU'LL LEARN AT A GLANCE

- 100% Practical Real-Time Hands-on Learning
- Industry Expert Trainers with Years of Experience
- Hands-on Real-time Game Development Projects
- 100% Dedicated Placement Support & 1000+ Hiring Partners

ENROLLMENT IS OPEN

Fill Out the Form
Our Team Will Contact You
IT's all about Games

STARTS HERE !

16+	500+	25K	15K
Learning Hours	Hiring Partners	Students Trained	Video Tutorials

How InventateQ Helps You

- Marketing Edge
- Game Design Lover
- Brand Value
- Top Companies
- Top Industries
- Network
- Top Companies
- Top Industries
- Network

ARE YOU FACING THESE CHALLENGES ?

- Still searching for your first job or graduation?
- Worried about the Time Taken to Learn and Master Game Development?
- Stuck in a loop, taking self-learned training for better job opportunities?
- Fear of not keeping up with IT Leaders from Asia or IT Companies?
- Not getting the interview calls despite applying for many Jobs?

ABOUT INVENTATEQ

InventateQ is a leading game development company committed to transforming dreams into reality.

Our Mission

Empower students, professionals, and businesses with cutting-edge skills and innovative solutions in game development, fostering creativity and excellence.

Our Vision

To be a global leader in game development education and solutions, recognized for our impact on the gaming industry and our contribution to technological advancement.

Why Thousands Choose InventateQ ?

15+	500+	25,000+	15,000+
Years of Experience	Hiring Partners	Students Trained	Video Tutorials

We Collaborate With

Deloitte. · Capgemini · Microsoft · PAYPAL · Tech Mahindra

WHY LEARN 3D GAME DEVELOPMENT ?

Learning 3D game development can open up a world of opportunities, whether you're looking to enter a thrilling industry or pursue a passion project. Here are some reasons why you should consider learning 3D game development:

CAREER & JOB OPPORTUNITIES (IMPACT)

- Exponential Industry Demand
- Diverse Career Opportunities
- Promising Salary Potential
- Cross-Industry Opportunities
- Future-Proof Career Growth
- Remote Work Opportunities
- Worldwide Job Prospects

SKILLS & PERSONAL DEVELOPMENT (IMPACT)

- Creative Expression
- Problem-Solving Skills
- Technical Proficiency
- Collaboration Skills
- Portfolio Development
- Lifelong Learning

Continuous Learning and Professional Development - Prepare to Work Today - Recognized Worldwide

Become a Professional Game Developer

₹6.01 LPA - ₹10 LPA

WHY INVENTATEQ ?

InventateQ is the best choice for aspiring game developers, studios, and their own platforms, as well.

CAREER & PLACEMENT SUPPORT

- 100% Placement Assistance Support
- 1000+ Top Hiring Partners Network
- Resume & LinkedIn Optimization
- Interview Preparation & Mock Interviews
- Internship Assistance

COURSE & TRAINING FEATURES

- Student Success Feedback
- Placement Success Stories
- Real-time Projects
- Practical Training Sessions
- Industry Skills & Growth

Join 15,000+ Students Who Transformed Their Careers with InventateQ

Start Your Journey Today!

GUARANTEED PLACEMENT SUPPORT

Our dedicated placement support ensures you're ready for the real world!

- Aptitude Training
- Technical Training
- Mock Interviews
- Resume Preparation
- Interview Preparation
- Career Path Preparation
- LinkedIn Profile Optimization
- Job Portal Access
- Placement Drives & Hiring Events

OUR PLACEMENT STATS

10,000+	500+	95%	6 LPA
Students Placed	Hiring Partners	Placement Rate	Average Salary

Check Our Recent Placed Students

CAREER PROGRESSION

Unlock Exciting Career Opportunities in Game Development Industry

Role & Experience	Typical Responsibilities	Expected Salary Range
Junior Game Developer (0-2 years)	Assisting senior developers, implementing basic game features, debugging code, learning industry standards	₹3 LPA - ₹6 LPA
3D Gaming Specialist (2-4 years)	Creating and optimizing 3D models, textures, and animations, working on game environments	₹6 LPA - ₹10 LPA
Senior 3D Gaming Lead (4-6 years)	Leading 3D gaming projects, managing a team, and ensuring quality and timelines	₹10 LPA - ₹15 LPA
Technical Director (6-8 years)	Overseeing technical aspects of projects, making architectural decisions, and mentoring developers	₹15 LPA - ₹20 LPA
Creative Director (8+ years)	Setting the creative vision for projects, collaborating with stakeholders, and ensuring the overall quality of the game	₹20 LPA - ₹30 LPA
Studio Head / Executive Producer (10+ years)	Managing multiple projects, overseeing the entire studio, and making strategic decisions for the company	₹30 LPA - ₹50 LPA

SKILLS ROADMAP

Skills Roadmap for Game Development Career - Levels, Timelines, and Focus Areas

Beginner	Intermediate	Advanced
Timeline: 0-6 months	**Timeline:** 6-18 months	**Timeline:** 18+ months
Focus: Learning the basics of game development, including programming, art, and design principles	**Focus:** Developing more complex games, specializing in a particular area, and building a portfolio	**Focus:** Mastering advanced techniques, leading projects, and contributing to the industry
Skills: Programming languages (e.g., C#, C++), game engines (e.g., Unity, Unreal Engine), 3D modeling, texturing, animation, level design	**Skills:** Advanced programming concepts, shader development, AI, networking, optimization, UI/UX design	**Skills:** Leadership, project management, team collaboration, mentoring, and industry knowledge

DETAILED MODULE PLAN

Master Game Development with Unity - Complete Learning Journey

Module 1: Introduction to Game Development

- Overview of Game Development
- Types of 3D Games
- Game Development Pipeline
- Introduction to Unity and Its Interface
- Industry Trends & Career Opportunities

Module 2: Unity Engine Fundamentals

- Unity Interface & Navigation
- Scenes & GameObjects
- Transform and Basic Objects
- Components and Prefabs
- Unity Asset Store
- Project 1: Environment Exploration

Module 3: C# Programming Basics

- Variables & Data Types
- Conditions, Loops & Operators
- Classes and Functions
- Unity Scripting Fundamentals
- Project 2: Environment Interaction

Module 4: 3D Environment Design

- Creating 3D Terrains
- Texturing & Materials
- Lighting and Shadows
- Skybox & Environment
- Project 3: Environment Creation

Module 5: Character Development

- Character Models
- Player Movement
- Animation Controllers
- Basic Combat Mechanics
- Project 4: NPC AI

Module 6: Physics & Gameplay

- Rigidbody and Colliders
- Physics-Based Interactions
- Game Mechanics
- Collision Detection
- Project 5: Physics Puzzle

Module 7: UI & Audio Integration

- Canvas & UI Elements
- Health and Score Systems
- Sound Effects
- Background Music
- Project 6: Complete Gameplay Loop

Module 8: Advanced Game Features

- Enemy Behavior
- Level Design
- Save and Load System
- Performance Optimization
- Project 7: Complete Game

Module 9: Final Project & Deployment

- Project Planning
- Development Phase
- Testing & Debugging
- Optimization & Build
- Game Performance Optimization

Module 10: Real-Time Projects

- Introduction to Real-Time Projects
- Project Planning & Requirements
- Team Collaboration & Workflow
- Version Control & Project Management
- Real-Time Project Development
- Testing, Debugging & Optimization
- Project Presentation & Deployment

REAL-WORLD PORTFOLIO PROJECTS

Build Your Portfolio with Industry-Standard Projects

Project 1: Endless Runner Game

What to do: Develop a fast-paced endless runner game with procedural level generation, character controls, and scoring system.
Skills you will learn: Procedural Generation, Character Controls, Object Pooling, Game Optimization, Mobile Game Development
Tools used: Unity, Blender, Photoshop
Project outcome: A fully playable endless runner game ready for mobile deployment.

Project 2: Third-Person Adventure Game

What to do: Create an immersive third-person adventure game with exploration, puzzles, and combat mechanics.
Skills you will learn: Third-Person Controller, Camera Systems, Puzzle Design, Combat Mechanics, Environment Design
Tools used: Unity, Substance Painter, Maya
Project outcome: A complete third-person adventure game with engaging gameplay.

Project 3: Racing Game

What to do: Develop a high-speed racing game with realistic physics, multiple tracks, and AI opponents.
Skills you will learn: Vehicle Physics, AI Pathfinding, Track Design, Multiplayer Networking
Tools used: Unity, Blender, Photoshop
Project outcome: A fully functional racing game with multiplayer support.

Project 4: Fighting Game

What to do: Create a competitive fighting game with character abilities, combos, and multiplayer functionality.
Skills you will learn: Combat Mechanics, Character Abilities, Multiplayer Networking, Game Balancing
Tools used: Unity, Blender, Photoshop
Project outcome: A competitive fighting game with online multiplayer capabilities.

Project 5: Survival Horror Game

What to do: Develop a thrilling survival horror game with resource management, atmospheric gameplay, and puzzle elements.
Skills you will learn: Resource Management, Atmospheric Design, Puzzle Design, Horror Mechanics
Tools used: Unity, Substance Painter, Maya
Project outcome: A complete survival horror game with engaging gameplay.

Project 6: Open-World Game

What to do: Create a vast open-world game with exploration, quests, and dynamic environments.
Skills you will learn: Open-World Design, Quest Systems, Environment Design, Performance Optimization
Tools used: Unity, Blender, Photoshop
Project outcome: A fully immersive open-world game with engaging gameplay.

ASSESSMENT FRAMEWORK

Comprehensive Evaluation Methods for Skill Development and Certification

Assessment Type	Description	Purpose
Practical Coding Challenges	Time-limited, hands-on coding tasks to solve real-world problems.	Evaluate problem-solving skills and coding proficiency.
Unit Assessments & Quizzes	Regular tests after completing each module to check understanding of key concepts.	Reinforce learning and identify areas for improvement.
Capstone Project Evaluation	Comprehensive assessment of the final project, including code quality, functionality, and presentation.	Demonstrate mastery of all learned skills and concepts.
Technical Presentations	Presenting project work, explaining technical decisions, and answering questions.	Develop communication skills and showcase technical understanding.

RESUME, GITHUB & LINKEDIN

Professional Resume Templates and Optimization Guidelines

- Industry-standard resume templates for beginners, intermediate developers, and experienced professionals
- Guidelines for highlighting relevant skills, projects, and achievements
- Tips on quantifying your contributions and showcasing impact
- Resume customization tips for specific job roles and industries
- Common resume mistakes to avoid and how to fix them
- Sample resumes with annotations explaining each section
- How to structure your GitHub profile for maximum visibility
- Creating a professional README file for your projects
- Showcasing your code quality, documentation, and collaboration skills
- Contributing to open-source projects to build your reputation
- Optimizing your LinkedIn profile to attract recruiters
- Building a strong professional network in the game development community
- Sharing your projects and insights to establish yourself as a thought leader

OUR STUDENT

Hear from our students about their game dev success journey through dedication, skill, and continuous growth.

READ REVIEWS

- Ramesh Kumar, Software Engineer at Google — ★★★★★
- Priya Sharma, Data Scientist at Microsoft — ★★★★★
- Arjun Patel, Product Manager at Amazon — ★★★★★
- Sneha Reddy, Full Stack Developer at Flipkart — ★★★★★
- Vikram Singh, Cloud Architect at AWS — ★★★★★

WATCH VIDEOS

CONTACT US

IT JOB HUNTING ENDS HERE

Start your career with InventateQ's Game Development course that gets you Dream Jobs!

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