Game Programming with Unity and C#

A Complete Beginner's Guide

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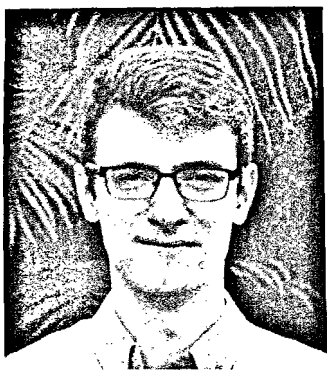
About the Author



Casey Hardman is a hobbyist game developer, who found inspiration in the capacity for immersion and interactivity provided by games. His area of focus is the Unity game engine. He has nurtured a passion for video games since he was a child. In his early teens, this interest led him on a journey into the world of game design and programming. He is self-taught through a variety of personal projects, some small and some lofty. He has been a regular contributor on various online game development platforms and spends far too much time in front of the computer.