Game Developer

Diploma Programme

www.orangevfx.com/diploma/game-developer/

May 2026

Welcome
to Seed 4.0

Dear Future Creator,

I'm Richard, and I'm honoured to welcome you to Orange Seed Academy. Our vision has always been to empower African creators to tell world-class stories through digital innovation. Today, that journey takes a massive leap forward with Seed 4.0.

We've upgraded our entire ecosystem to ensure you don't just learn tools, but lead the industry. Through our mission of providing industry-aligned training, you now have access to a streamlined student portal, 1-on-1 expert mentorship, and cutting-edge AI-assisted workflows. Whether you are pursuing a specialised short course or a professional diploma, we are here to bridge the gap between your passion and a high-earning career in the creative economy.

You are no longer just a student; you are part of a community dedicated to mastery and growth. We provide the guidance and the technology—you provide the dedication.

Let's start building your future today.

Richard Oboh

Richard Oboh
CEO and Managing Director
Orange Seed Academy

About Orange Seed Academy

OUR MISSION

To empower 10,000 African digital Creators yearly with world-class training, mentorship, and career opportunities, fostering innovation and excellence in digital content creation.

OUR VISION

To become Africa's premier creative technology academy bridging talent with opportunity

Certification Tiers

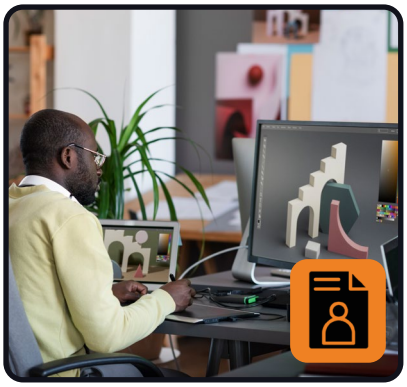
Validate your newly acquired skills and advance your career in the digital creative economy with Orange Seed Academy's structured certification programme. We recognise that every creative journey is unique, which is why our flexible tiers are tailored to your specific experience level and professional goals. Whether you are seeking a foundational Certificate of Participation to mark your entry into the field, a Certificate of Completion to confirm your project-readiness, or a comprehensive Diploma to demonstrate full professional mastery, our clear pathway ensures you can confidently showcase your expertise to future employers.

Tier 1: Foundation

Certification Of Participation

Validates attendance and foundational knowledge from basic classroom training. Ideal for beginners.

- 2+ Weeks Duration
- Basic Training Required
- Proof Of Participation
- Limited Placement
- Free



Tier 2: Intermediate

Certification Of Completion

Confirms skills and project-readiness after completing mentorship and portfolio development.

- 2+ Months Duration
- Mentorship & Showreel Required
- Moderate Placement Potential
- Featured on Student Portal
- N10,000.00 ($10)

Tier 3: Professional

Diploma

The highest level of certification, signifying full professional readiness acrossa complete job module.

- 4 - 6 Months Duration
- Full Job-Role Module Required
- 80%+ Placement Rate
- Direct Trainee Role Eligibility
- N20,000.00 ($20)

Programme Overview

The Game Developer Diploma is an intensive 6-month programme designed to transform you from a beginner into an industry-ready developer. You will learn to construct professional-grade 3D assets, master the technical pipeline for real-time environments, and use Unreal Engine 5 to bring interactive mechanics and gameplay to life.

Game Developer

Duration: 6 Months

Software: Autodesk Maya + Unreal Engine

Level: Beginner

Course Brochure: Download Link

Goal: Design and build immersive interactive experiences, from high-fidelity 3D asset creation to high-level gameplay scripting in Unreal Engine 5.

Course Modules & Difficulty Levels

Summary of core modules. For comprehensive week-by-week outlines, please download the separate brochure for each individual course via the links provided.

3D Animation Jumpstart

Your gateway into 3D. Learn to navigate the Maya interface, understand 3D space, and build a solid foundation before diving into complex modelling workflows.

- Difficulty Level: Beginner
- Duration: 2 Weeks Class
- Mentorship: 1 Month Free
- Software: Maya
- Detailed Course Outline: www.orangevfx.com /training/3d-animation-jumpstart

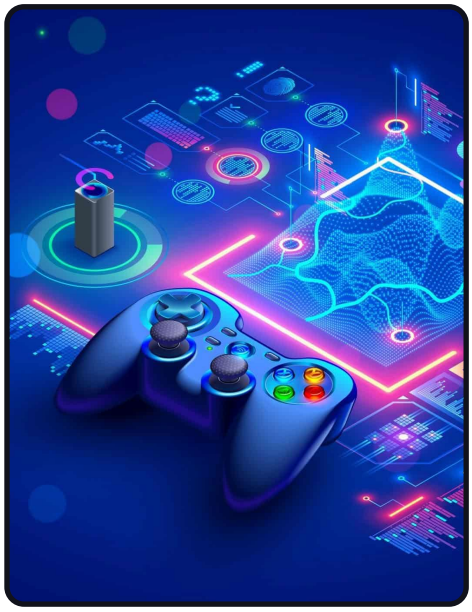
3D Product Modelling

Focus on hard-surface techniques. Learn how to extract geometry and model consumer products, gadgets, and accessories with clean topology and accurate proportions.

- Difficulty Level: Intermediate
- Duration: 4 Weeks Class
- Mentorship: 1 Month Free
- Software: Maya
- Detailed Course Outline: www.orangevfx.com /training/3d-product-modelling

Course Modules & Difficulty Levels

Summary of core modules. For comprehensive week-by-week outlines, please download the separate brochure for each individual course via the links provided.



Game Development Intro

Step into the world of game engines. Master the Unreal Engine 5 pipeline, use AI tools to accelerate your workflow, and learn the foundations of blueprints and interactivity to build your first game.

- Difficulty Level: Intermediate
- Duration: 8 Weeks Class
- Mentorship: 2 Month Free
- Software: Unreal Engine
- Detailed Course Outline: www.orangevfx.com /training/game-development-intro

Mastering The Sequence: The Overlap Strategy

To get the absolute best out of this diploma, it is crucial to understand how our courses are structured. The programme is a carefully designed sequence, not a collection of random modules.

How The Overlaps Works

Classes typically begin on the first Monday of each month. When you complete the core classroom training for one course, you immediately enter its 1-month mentorship phase. To maintain momentum, you will start the class training for your next course at the same time your previous course's mentorship begins.

Our Recommendation For Succss

We recommend treating the Diploma as a full-time programme. To effectively manage the overlap, you will split your day into two learning blocks:

- **Core Classroom Training:** Attend live classes and tackle fresh assignments for your current course.
- **Mentorship & Polish:** Focus on 1-on-1 sessions and portfolio refining for your completed course.

Note: *The scheduling of these blocks (morning or afternoon) is flexible and coordinated by the Training Manager based on class availability.*

Your 6 - Months

Timeline

A visual guide to your progression and daily focus.

Timeline	Core Classroom Training	Mentorship & Polish
Month 1	3D Animation Jumpstart	*Fundamentals focus*
Month 2	3D Product Modelling	3D Animation Jumpstart
Month 3	Game Development Intro	3D Product Modelling
Month 4	Game Development Intro	*No new mentorship (Focus on Game Dev project).*
Month 5	*No new Classes*	Game Dev Intro Mentorship
Month 6	*No New Classes*	Game Dev Mentorship + Final Portfolio Compilation & mentor Review

Month 6 Focus:

Your final month is dedicated entirely to putting your portfolio together. You will compile all polished projects into a professional showreel for a final comprehensive review by your mentor.

Mentorship & Portfolio Polish

Upon concluding the core classroom training for each course—which typically ranges from 2 to 8 weeks—you transition into a dedicated 1 or 2-month free mentorship period (depending on the course) delivered online via Discord. This phase is designed to shift your focus from acquiring new technical tools to applying them at a professional industry standard under expert supervision.

- **Project Polish & Portfolio Building:** Dedicate this mentorship period to finishing or re-optimising your two required projects for each course. High-quality, polished submissions ensure better scores and a stronger portfolio.
- **Weekly 1-on-1 Sessions:** You will be assigned a dedicated industry mentor for a personalised 30 to 60-minute guidance session every week to track your progress and refine your project.
- **Screen Sharing & Open File Reviews:** Present your open project files via live screen sharing for direct mentor critiques and feedback for that specific course.
- **Live Debugging:** Join dedicated livestreams where instructors actively troubleshoot software settings and resolve your project errors in real-time.
- **Final Premiere:** Submit your fully rendered images or video sequences for the Virtual Viewing Party to watch and critique final reels with the class.
- **Certification & Next Steps:** Once you complete the course evaluation and submit all final polished projects, your grading is finalised to unlock your Certificate of Completion and prepare you for the next course in your Diploma sequence.

System Requirements

Operating System: Windows 10/11 (64-bit) or macOS 12.x and above.
Processor (CPU): Minimum: Intel Core i5/Ryzen 5. Recommended: Intel Core i7/Ryzen 7 or higher.
Memory (RAM): Minimum: 8 GB. Recommended: 16 GB to 32 GB.
Graphics Card (GPU): Minimum: 2 GB VRAM (e.g., NVIDIA GTX 1650). Recommended: 6 GB VRAM or higher (NVIDIA RTX series).
Storage: Minimum: 256 GB SSD. Recommended: 512 GB or 1 TB NVMe SSD.
Peripherals: A 3-button mouse with a scroll wheel is strictly required. A digital drawing tablet is highly recommended for nuanced character work.

Next Steps & Career Opportunities

Ready to transform your passion into a career? Top-performing diploma students secure an exclusive 3-month internship at Orange VFX Studios, gaining the real-world, hands-on experience needed to thrive in the global market.

1. Visit our website: orangevfx.com/diploma
2. Book your free consultation
3. Register with your active email
4. Receive welcome package and orientation details
5. Begin your creative journey

Get In Touch

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