



Learn Unity3D Programming with UnityScript: Unity's JavaScript for Beginners

By Janine Suvak

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Learn Unity Programming with UnityScript is your step-by-step guide to learning to make your first Unity games using UnityScript. You will move from point-and-click components to fully customized features. You need no prior programming knowledge or any experience with other design tools such as PhotoShop or Illustrator - you can start from scratch making Unity games with what you'll learn in this book.

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Editorial Review

About the Author

Born and raised in the San Francisco Bay Area, Janine studied electrical engineering at CalTech and went on to serve in the U.S. military. There she worked with avionics systems before switching to medical school, only to return to the military as a flight surgeon. Her interest in programming began in junior high with the Apple II, and she applied this interest throughout her military career to various projects from the early transition of maintenance parts tracking from paper to computers, writing personnel tracking database systems and proprietary electronic medical records programs before such commercial products were available. After leaving military service, Janine turned her favorite pastime of programming into a full time freelance career, initially developing iOS applications before delving into Android development. Her recent endeavors resulted in winning entries for two of five categories in the Samsung Hope for the Children competition for educational games development, which are to be released later this year. She is particularly interested in 3D games and augmented reality.

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Maria Saad:

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