GADDAM JAGADISH

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portfolio: jagadish-gaddam.github.io/portfolio

ABOUT ME

A game developer proficient in C#, Unity, Unreal, Python, and C++, with hands-on experience using Git, Unity Version Control, DOTween, Cinemachine and ProBuilder. Has passion for gameplay programming and writing clean and well-structured code.

EDUCATION

M.Sc in Game Design and Development   *At present*
Asian Academy of Film and Television (AAFT), Noida

BTech in Bio Technology   **2023**
National Institute of Technology, Warangal

Class 12th State Board   **2017**
Narayana Jr College, Kukatpally

PROJECTS

<u>Teddy - FPS Horror game</u>

- Created a First-Person Character and implemented movement for the character using the character controller component.
- Integrated Unity's New Input System to manage all player inputs.
- Built a weapon controller handling weapon logic, including firing, reloading, muzzle flash and bullet Impacts.

<u>Desert Runner - 2D Platformer</u>

- Created a detailed 2D Environment using Unity Tilemaps to allow modular level design.
- Created an interactive tutorial to guide players the basis of platforming games.
- Utilized Cinemachine for camera control, ensuring smooth transitions and player tracking.

AstroSlice - 2D Slicing game

- Developed a fully functional 2D slicing game inspired by Fruit Ninja using Unity and optimized for mobile.
- Created a combo system, increasing difficulty, and visual/sound feedback for an engaging user experience.
- Utilized Unity's Event System to manage communication between gameplay components for optimization.

SKILLS

Programming Languages
- C#
- Python
- C++

Game Engines
- Unity
- Unreal

Languages
- Telugu
- Hindi
- English

CERTIFICATES

- <u>The Complete Python Developer</u> by Andrei Neagoie
- <u>Learning Unity and C# for Complete Beginners</u> by MetalStorm Games