

GADDAM JAGADISH

Game Developer

Warangal, Telangana | +91 9182447935 | jagadishgaddamspr@gmail.com
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 **Vuforia**. Experienced in **Augmented Reality (AR)** and specialized in using **local AI models** for image and video generation. 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

Teddy - FPS Horror game

May, 2025

- 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.

Desert Runner - 2D Platformer

Nov, 2024

- 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

Oct, 2025

- 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++, C#, Python.

Game Engines: Unity, Unreal Engine.

AI Tools: ComfyUI, Stable Diffusion, Flux, Wan, Adobe Firefly, Veo.

Version Control: Git, Unity Version Control.

Design Tools: Photoshop, Illustrator, Canva, Blender.

Plugins: Cinemachine, ProBuilder, DOTween, Shader Graph, UI Toolkit, UGUI.

Other Technical Skills: Game Balancing, Level Design, Rapid Prototyping, UI/UX Fundamentals, OOPS, Playtesting, Debugging, Optimization.

CERTIFICATES

- The Complete Python Developer by Andrei Neagoie **Aug, 2023**
- Learning Unity and C# for Complete Beginners by MetalStorm Games **Sep, 2025**