GADDAM JAGADISH

Warangal, Telangana • +91 9182447935 • gaddam_13524@aaft.ac.in
ac3connor.itch.io

BIO

I am a game developer proficient in C#, Unity, Unreal, Python, and C++, with hands-on experience using Git, Unity Version Control, DOTween, Cinemachine and ProBuilder. I am passionate about gameplay programming and writing clean and well-structured code.

SKILLS

Programming Languages
- C#
- Python
- C++

Game Engines
- Unity
- Unreal

Languages
- Telugu
- Hindi
- English

PROJECTS

Teddy - FPS Horror game

- 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 (movement, actions, interactions) in a scalable and modular way.
- Implemented interactive zones to provide audio cue player for nearby objective.
- Built a weapon controller handling weapon logic, including firing, reloading, muzzle flash and bullet Impacts.
- Used Animator Controller with blend trees and animation events for realistic transitions.

Desert Runner - 2D Platformer

- Using Unity Tilemaps, a detailed 2D environment was created to allow modular and efficient level design.
- An interactive tutorial was created to guide players the basics of platforming games.
- Utilized Cinemachine for camera control, ensuring smooth transitions and player tracking.
- Sprite-sheet based animations were used for character.

AstroSlice - A fruit ninja clone

- Developed a fully functional 2D slicing game inspired by Fruit Ninja using Unity & C#, 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.

EDUCATION

M.Sc in Game Design and Development *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