

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

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.
- Built a weapon controller handling weapon logic, including firing, reloading, muzzle flash and bullet Impacts.

Desert Runner - 2D Platformer

- 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

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