

# GADDAM JAGADISH

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portfolio: [jagadish-gaddam.github.io/portfolio](https://jagadish-gaddam.github.io/portfolio)

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## 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	<b>At present</b>
Asian Academy of Film and Television (AAFT), Noida	
BTech in Bio Technology	<b>2023</b>
National Institute of Technology, Warangal	
Class 12 <sup>th</sup> State Board	<b>2017</b>
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	Game Engines
• C#	• Unity
• Python	• Unreal
• C++	

Languages
• Telugu
• Hindi
• English

## CERTIFICATES

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