



Jashwanth SR

Game Developer

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📍 Bangalore, India

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Summary

Game Developer with a strong foundation in game programming, physics-based mechanics, and rapid prototyping in Unity (C#). Experienced across full-cycle game development, game jams, and collaborative builds.

Profiles

🐙 **GitHub**

[jsrreddy-dev](#)

Education

Delhi Public School Bangalore East

CBSE - Commerce

12th

Bangalore • 2022

ICAT Design and Media College, Bangalore

Game Development

B.Sc Game Design and Development • 7.2

Bangalore • 2026

Experience

NextXR India

Intern Unity Developer

Bangalore, India (Remote)

1 Month (Oct 2025 - Dec 2025)

Projects

Astro Tank — 5v5 Multiplayer Combat Game

Tech Stack: Unity, C#, Multiplayer Networking

Dec-2025 - May 2026

- Developed zero-gravity thruster mechanics and full 6-DOF vehicle physics.
- Implemented multiplayer session handling, synchronized shooting, and combat loops.
- Awarded "Best Game of the Year 2026" at the ICAT Graduation Showcase.

<https://astrotank.fg2g.studio>

Grave Minute — Survival FPS Game

Tech Stack: Unity, C#

1 Week

- Programmed core first-person shooter gunplay, recoil systems, and AI enemy wave spawning.
- Applied a risk-reward wager mechanic tying player health directly to session scoring.

<https://www.youtube.com/watch?v=jnA5CTDRuwI>

Re:Cooked — Fast-Paced Cooking Simulation

Tech Stack: Unity, C# (3-Day Jam)

3 Days

- Interactive physics-based ingredient stacking, grilling timers, and recipe assembly systems.
- Enforced customer order queues, score multipliers, and fast-paced state-checking gameplay loops.

<https://jsrreddy.itch.io/recooked>

Somnium Sprint — First-Person Action Platformer

Tech Stack: Unity, C# (1-Week Prototype)

1 Week

- Engineered momentum-based locomotion including wall-running, sliding, and dynamic FOV scaling.
- Built modular checkpoint and obstacle systems to support high-speed continuous flow.

<https://jsrreddy.itch.io/somnium-sprint>

Flow State — 2D Puzzle Game

Tech Stack: Unity, C# (3-Day Jam)

3 days

- A 2D tile-grid routing logic to simulate real-time pipe damage and fluid dynamics.
- Created dynamic countdown triggers, flood progression states, and fast-paced repair interactions.

<https://1o1p1q.itch.io/flow-state>

Skills

🛠 **Unity Engine, Unity Development**

🎮 **Game Development (All Platforms)**

<> **C#**

📄 **HTML, CSS, JavaScript**

📦 **Java**

Awards

Best Game of the Year 2026
21/03/2026

ICAT Design and Media College Team FG2G's project "Astro Tank" was selected as the "Best Games of the Year" at the ICAT Graduation Showcase 2026

Interests

📷 **Photography**

Landscape, Ocean, Forest

🎮 **Gaming**

Survival, Open World, Multiplayer

Language

English

Medium

Hindi

Medium

Kannada

Medium

Telugu

Medium