Vatsal Ambastha

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WORK EXPERIENCE PLAKC™ (The Zero Games Pvt.

Jan 2016 — Present

Ltd)

Unity3D Lead

Working on PLAKC™, a dynamic in-game advertising solution that lets developers monetize their games and helps brands reach game players.

Upon joining, I kicked off a redevelopment of the PLAKC Unity3D SDK for our partnering game developers. On a daily basis, it enables millions of seconds of viewership of ads inside 3D game environments.

My job involves making a technically robust Java and C# SDK, a role covering all aspects of code quality, review, documentation, building, packing, release, support as well as product development roles.

Firexit Software Pvt. Ltd.

Jan 2011 — Present

Director

Formed and managed a team of developers creating successful games like Speed Street: Tokyo and XPro Rally. Firexit also undertook client work and worked on monetization and prototypes for analytics and engagement products.

The company is presently my independent business working in several industries such as defense, visual arts, gaming, media R&D and AI as well as consulting on code planning, reviews, best practices and refactoring.

Clientele is spread all over the globe with names like PlusOne, Juspay, Games2Win, Heinrich Hertz Institute (Berlin).

PRIMARY

Tech And Tools: Unity, Blender3D, Photoshop, C#, Java, C/C++,

SKILLS

Platforms: AR, VR, Mobile, PC, Web

Roles: Development, Code Quality (Reviews, Architecture, Refactoring, Modularization,

Emergence), Monetization, Analytics

EDUCATION

Bachelor Of Technology - Computer

2012 - 2016

Science and Engineering
Manipal Institute of Technology

INTERESTS

Technical and business reading

Philosophy and psychology Technical writing

AR/VR

Open source projects Independent consulting

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