

Vatsal Ambastha

E-mail : vatsalambastha@gmail.com

Website: www.VatsalAmbastha.com,
www.FirexitSoftware.com

Phone : +91 974 054 7485

Work experience

PLAKC (The Zero Games Pvt. Ltd.)

Jan 2016 — Present

Unity3D SDK SDE

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 in game environments and objects, generating revenue for game publishers and value for brands.

I handle all aspects of the SDK from feature additions and refactoring to build, packing and distribution automation. Part of my work also requires working with studios to help them integrate our SDK with some of the largest celebrity and sports IP games in India.

Firexit Software Pvt. Ltd.

Jan 2014 — Present

Director

Formed and managed a small team of developers; releasing and updating successful games like Speed Street: Tokyo and XPro Rally. Firexit developed mobile game projects for clients and partners based in Europe and worked on monetization and engagement products.

The company is presently my independent consulting and contracting business catering to clients from several industries for their 3D and game related requirements along with consultation to studios for code planning, reviews and refactoring.

135 TechLabs Pvt. Ltd.

Jun 2015 — Jul 2015

Unity3D Summer Project

Worked on the Hangout Rewards SDK that lets game developers offer e-commerce coupons in-game and generate revenue when redeemed. The product was integrated with online offerings from The Times Group.

Skills

LAUNGUAGES

Java, C#, C/C++

TOOLS

Unity3D Editor and Engine, Blender3D, Adobe Photoshop, Git, SourceTree

PRODUCTS

Video Games, AR/VR, Adtech and Monetization, Simulations and serious games

Education

Interests

AR and VR technologies
Art house/experimental games
Product evangelism
Code quality
Postmortem discussions