Vatsal Ambastha

CONTACT

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WORK EXPERIENCE

The Zero Games   Jan 2016 — Present

Unity3D SDE

Joined to help make the company's flagship product "PLAKC", a dynamic in-game advertising solution that lets developers monetize their games and helps brands reach game players.

I develop, extend and maintain the Unity3D SDK that ships to the game developers for integration. On a daily basis, it enables millions of seconds of viewership of ads in game environments, generating revenue for game publishers and value for brands.

I work with studios to help them integrate our SDK with some of the largest celebrity and sports IP games in India.

Firexit Software   Jan 2014 — Jan 2016

Founder

I hired and managed a small team of developers; releasing and updating successful games like Speed Street: Tokyo and XPro Rally. We developed mobile game projects sourced from clients mostly based out of Europe.

Firexit made monetization products such as UnSDK and engagement products such as FireRewards, both are internal and not licensed out.

The company is presently my consulting and contracting business.

Independent Consultant and Contractor   Nov 2012 — Present

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I work with clients on their game and simulation development projects. Other than developing entire products, I also offer help in areas such as performance optimization, visual enhancements and code review and refactoring.

135 Techlabs   Jun 2015 — Jul 2015

Unity3D Summer Project

Worked on the Hangoutt Rewards SDK that lets game developers offer e-commerce coupons in-game and generate revenue when redeemed.

SKILLS

Languages Known : C#, C/C++, Java

Development Tools and Environments : Unity3D Engine and Editor, Blender3D, Adobe Photoshop, Git

Product : Virtual and Augmented Reality, Video games, Simulations and Serious games, Game monetization, adtech

EDUCATION

Bachelor of Technology   Jul 2012 — Jul 2016

Manipal Institute of Technology

Computer Science and Engineering

INTERESTS

Product development and evangelism

Technical writing and documentation

Continuous refactoring

Project postmortem study

REFERENCES

References available upon request.