

VATSAL AMBASTHA

UNITY3D ENGINEER

+91 974 054 7485

vatsal.ambastha@outlook.com

VatsalAmbastha.com

A Unity3D specialist with experience working on projects for web, mobile, desktop and VR platforms to develop games, analytics and ad tech products. I have also worked on interdisciplinary projects where I use gaming technology in fields such as arts, psychology, real estate, skill training and education. I'm an open source software enthusiast.

EXPERIENCE UNITY3D LEAD, PLAKC (JAN 2016 – PRESENT)

- Early startup employee to develop an ad tech prototype into a full-fledged product.
- Handled the entire Unity SDK, creating it robust and above all easy to integrate, soon requiring no integration code.
- Shaped the product, collaborated with contractors and worked with game studios to integrate our SDK with games based on popular Indian IPs.
- I left full-time responsibilities in Jun 2017 and have been a consultant since.

FOUNDER, FIREXIT SOFTWARE (JAN 2014 – PRESENT)

- Firexit started as a small team developing games, ad tech products and offering services to larger studios. Our games on mobile and web reached over 5 million users in the two years of operation.
- Pivoted towards ad tech and created UnSDK, service that profiled users for video ad profitability while making video ad integration simple for developers.
- The studio shuttered in early 2016. Since then the company has been an entity for my independent client work and projects.
- A diverse clientele now includes organizations like Games2Win, Juspay, Heinrich Hertz Institute, University of Munich and several startups, business and artists.

OTHER WORK

- Creating open source repositories which include Unity projects for Networking/Communication, APIs/SDKs, Artificial Intelligence, Virtual Reality, Interaction, UI, A/V Media, Tools, Utilities and more.
- A frequent consultant to studios for code planning/quality and supervising development of products under tight deadlines.

SKILLS

Core: Unity, C# (incl. some Rx, LINQ and Async), Java

Platforms: Virtual Reality, PC, Mobile, Web

Art Tools: Adobe Photoshop, Blender3D

Others: General Game, Level and UI/UX Design

EDUCATION BACHELOR OF TECHNOLOGY: Computer Science and Engineering, Manipal Institute of Technology 2012 - 2016
