VATSAL AMBASTHA

UNITY3D ENGINEER

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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 and like programming at the library level.

EXPERIENCE

FOUNDER, FIREXIT SOFTWARE (JAN 2014 – PRESENT)

- From 2014 to 2015, Firexit developed and self-published 3 games for Android devices and the web and reached over 5 million users.
- In late 2015, Firexit attempted a pivot to ad analytics and developed an in-house system for identifying video ad "whales".
- Since 2016, Firexit has been a software developer for clients from crypto, gaming, art, military, R&D, tourism & more. Platforms are PC, VR and mobile. Clientele now includes organizations like Games2Win, Juspay, Heinrich Hertz Institute, University of Cologne, and several startups, business and artists.
- Original IP is a focus again in 2020.

CONTRACT UNITY SDE, MINDTRUST LABS (SEP 2019 – FEB 2020)

Worked on a Unity SDK for game developers that unleash a new engagement channel for users, revenue source for developers and marketing segment for brands

- Worked on GraphQL integration with Unity. Created services/API layer
- Developed a vast, light-weight UI library layer over Unity's in-built components for managing the interface appearance as well as state.
- Took key architectural decisions and implemented them

UNITY3D LEAD, PLAKC (JAN 2016 – NOV 2017)

- 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.

OTHER WORK

- Creating open source repositories which include Unity projects for Networking/Communication, Artificial Intelligence, Virtual Reality, Interaction, UI, Audio/Video 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# (with some LINQ, Async and Rx), 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