Contact

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(Personal)

Top Skills

Game Development

Unity3D

C#

Languages

Hindi

English

Vatsal Ambastha

VR, Games, Media | Unity Specialist | Open Source | Helping you
deploy XR at scale @ManageXR
Bengaluru, Karnataka, India

Summary

Engineer, consultant, and entrepreneur in the video game and media
industry since 2010.

Over the years I've run my game studio, helped create adtech &
monetization products, and have been involved in the creation
of developer platforms. Since 2017, I've been working as an
independent consultant & developer on software projects for a wide
range of industries looking to leverage Unity for their vision.

Presently, I am a Unity developer at ManageXR.com and Le Musk,
a VR film directed by Academy Award Winner AR Rahman. My
primary "own IP" project right now is www.retroreel.app, a streaming
service for classic films. I also make short, experimental indie games
on adrenak.itch.io

My open-source projects feature popular Unity repositories for
physics, AI, networking, audio/video, UI, and more.

Experience

Independent Contractor
Independent Software Contractor
September 2016 - Present (6 years 10 months)

Working with teams using the Unity engine for games, apps and platforms.

ManageXR
Software Engineer - Unity, Virtual Reality
September 2021 - Present (1 year 10 months)
Bengaluru, Karnataka, India

Helping organizations scale VR operations with ManageXR, an MDM (Mobile
Device Management) solution.

I lead development of our client/VR software which is made in Unity. It supports a wide and growing range of XR platforms and devices.

Retro Reel
Founder
July 2021 - Present (2 years)

Retro Reel (https://www.retroreel.app) is a movie streaming app dedicated to retro films.

Currently available on Android phones and tablets, with support for more platforms underway.

The movie catalogue is growing constantly with over 350 films so far. With high quality video streaming and presentation, we're working towards making it the best app and ecosystem for retro film enthusiasts!

I work on the tech and product with the help of a small team that's responsible for design, film catalog, content and social media.

Digibeings
Co-Founder
June 2019 - November 2021 (2 years 6 months)
Hyderabad, Telangana

Focus on AI-powered virtual humans. Worked on creating an architecture for intelligent CG avatars powered by Unity that could understand speech, formulate replies based on a knowledge base and express in verbal and non-verbal language. Also worked on cloud render streaming for displaying highly realistic avatars on mobile devices.

dopplr.digital
Software Engineering Consultant
January 2021 - June 2021 (6 months)

Social, digital fashion. Worked on code quality & architecture, technical planning along with systems for avatar, clothing, and UI in Unity.

Moonfrog Labs
Software Engineering Consultant
December 2020 - May 2021 (6 months)

Helped take Carrom Gold to launch. Explored opportunities to help speed up and streamline the development process through best practices and processes.

MindTrust
Software Engineer
September 2019 - February 2020 (6 months)

Worked on Scuti store, a Mindtrust client. Scuti is a gCommerce (in-game eCommerce) platform that brings real-world retail inside games.

Developers can integrate the Scuti store in their games where players can find attractive offers on products and get in-game rewards for purchases. Brands get a whole new audience for their sales, creating value for players, game publishers and retail brands at the same time.

I worked on the Unity Developers SDK, creating UI systems and integrated with a GraphQL backend API.

The Zero Games Pvt. Ltd.
Software Engineer
January 2016 - November 2017 (1 year 11 months)
Mumbai

Worked on PLAKC, a dynamic in-game advertising solution that let developers monetize their games and helped brands reach game players using non-intrusive, in-game 3D ads.

Upon joining, I kicked off redevelopment of the PLAKC Unity SDK. On a daily basis, it enabled millions of ad impressions, generating revenue for game publishers and value for brands.

Handled all aspects of the SDK from feature additions and refactoring to build, packaging and distribution. I also worked with studios to integrate our SDK with some of the largest celebrity and sports IP based games in India.

Firexit Software
Founder
July 2013 - January 2016 (2 years 7 months)
Udupi, Karnataka, India

Formed and managed a team of developers creating successful games like Speed Street:

Tokyo and XPro Rally. Our games reached over 5 million unique users. Handled art and design work outsourced by other studios as well. We also worked on monetization, analytics, and engagement tools for a while before the studio closed in late 2015.

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Education

Manipal Institute of Technology
Bachelor of Technology (B.Tech.), Computer Science and Engineering

Lalaji Memorial Omega International School

Cambridge School, Indirapuram