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Tejas Shroff
Senior XR Product Engineer

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SKILLS

Languages/Frameworks: C#, OpenXR, Spectacles SDK, TypeScript, JavaScript, Three.js, HTML5
Software/Tools: Unity, Lens Studio, Android Studio, Git, RenderDoc, Firebase, Docker

WORK EXPERIENCE

RazorEdge | Senior XR Engineer, Contractor Jan '25 - Present

- Engineering hand-tracked interactions and UX systems for enterprise clients using Unity/C#, including Photon Fusion co-location, real-time spatial measurements, and 3D object manipulation.
- Integrating AI/OpenCV APIs to track image targets to enable live, shared, enterprise experiences.
- Architected pipelines in Unity/C# to allow for scalable 3D content delivery of client model libraries.

LyteView | XR Product Engineer, Founder Nov '24 - Present

- Developing spatial interactions and design for Spectacles lens [BackTrack](#) using Lens Studio/TS/JS.
- Leading interaction design, UGC implementation, user testing, and social growth for [Auggie-nominated](#) pottery-assistant [Creta](#), STEM experience [Prehistoric Puzzles](#), and wellness product [LuminaMR](#).
- Creating original XR IP, including hand-tracked MR creativity-sandbox app [Topple](#) for Meta Quest3/3s.

Immola | Senior XR Engineer, Contractor July '24 - Present

- Led product development on multiplayer XR streaming app [Kariboo](#) using Unity/C# and Normcore and developed multi-client streaming, host-driven playback control, and voice chat integration systems.
- Increased monthly active users by 7x and reduced churn by 75% over two months by leading an application rewrite with a specific focus on server-app performance, visual clarity, and updated UI.

absurd:joy | Software Engineer, Full-Time Oct '21 - Nov '23

- Shipped 10+ sync/asynchronous features using Unity/C# and Normcore Networking, including networked cursors, render-depth sorting, deep linking, item pinning, and persistent URL links.
- Tested code reliability by implementing 25+ unit tests and leveraging 10+ C# utility libraries such as Zenject, OneOf, Result, and UniTask to handle networking race conditions and application exceptions.
- Built Unity UI tools that reduced time-to-implement Figma designs from tech artists by 90%. This solution resolved parity issues between UI design handoffs and the expected Unity implementation.

XPO Logistics | XR Software Engineer, Full-Time Jan '19 - July '21

- Shipped XR safety training initiatives using Unity/C#, increasing knowledge retention by 30%. This application is [independently recognized](#) as one of the first XR safety training logistics applications.
- Implemented an XR experience that trains XPO warehouse employees on how to work with GreyOrange robotics. This resulted in a 20% increase in knowledge retention and a 45% reduction in time-to-train.
- Launched 3+ marketing XR applications for high-profile investor events and international trade shows. These applications aided in securing an additional \$50M+ in investor funding from 2020 to 2022.

EDUCATION

General Assembly | UX Design Immersive Sep '19 - Dec '19
Udacity | VR Nanodegree, Advanced Unity 3D Programming, 360° Media Production Aug '17 - Dec '17
Bentley University | Bachelor's Degree, Marketing, CIS, Entrepreneurship Aug '12 - May '16