Boston, MA
(603) 438-7643
tejasshroff24@gmail.com

Tejas Shroff
Senior XR Product Engineer

tejasshroff.com/
linkedin.com/in/shrofftejas/
github.com/tejasXR

SKILLS

Languages/Frameworks: C#, TypeScript, JavaScript, Three.js, Python, SQL, 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
- Leading TS development for Spectacles lenses BackTrack, and hack-winning LYNQ using Lens Studio.
- 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 MR apps Topple and hack-winning Inkphony for Meta Quest3/3s.

Immola | Senior XR Engineer, Contractor   July '24 - June '25
- 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%. These applications were 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