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Tejas Shroff
Senior VR/AR Engineer

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SKILLS

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

WORK EXPERIENCE

Real Recovery VR | CTO, Lead XR Engineer, Part-Time   July '25 - Present

- Leading product development, weekly prototype showcases, investor meetings, and management of external teams to create a multiplayer XR product for therapy patients and their respective counselors.
- Using Unity/C# and Normcore to create low-latency networked features using multithreaded async code, componentized gameplay systems, hand-tracking interactions, and humanoid animations.

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

- Engineering enterprise spatial planning application using Unity/C#, OpenXR, and Normcore to enable multi-user co-location, 3D object manipulation, handtracked UX interaction, and plane awareness.
- Integrating AI/OpenCV APIs to track image targets to enable synced spaces and product creation.
- Architected reusable code for content delivery of 3D model libraries via a server-to-front-end pipeline.

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, including networked cursors, render-depth sorting, permission assignment, 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