

VARUN KHATRI

Unity Developer with 10+ years of experience specializing in mobile and VR development. Proven track record of contributing to live-service mobile games with over 100 million downloads and developing core systems for cutting-edge VR projects. Expertise in performance optimization, tech art (shaders/VFX), and full-cycle feature development.

EXPERIENCE

Retinad Virtual Reality Inc, Toronto, Canada (Remote) - Unity Developer
Website

FEBRUARY 2022 – SEPTEMBER 2025

Responsibilities:

- Led tech art initiatives, developing high-quality visual effects (VFX) using Shader Graph and VFX Graph, enhancing overall game immersion.
- Engineered performance-critical gameplay systems utilizing Unity's DOTS framework to ensure smooth performance in a complex VR environment.
- Seamlessly integrated dynamic UI systems and FMOD-driven audio architecture, improving player experience and system modularity.

Projects: Highstreet (Unreleased Web3 based VR MMORPG), Highstreet Campus (Web based platform with mini games)

Nextwave Multimedia, Chennai, India - Game Developer
Play store | App store

AUGUST 2016 – NOVEMBER 2021

Responsibilities:

- Developed, designed, and implemented gameplay features for a portfolio of mobile games, including the highly successful World Cricket Championship franchise (100M+ downloads).
- Architected and implemented key systems including procedural world generation, save/load systems, and custom editor tools to accelerate team productivity.
- Created and optimized shaders for mobile platforms, significantly improving visual fidelity while maintaining performance across diverse devices.

Projects: World Cricket Championship 1, 2 & 3, Bat Attack Cricket, WCC Lite, Real Carrom, World Table Tennis Championship, Planet Golf, Racing Game (Unreleased), Mini Golf Game (Unreleased)

Qneuro, Chennai, India - Game Programmer
App store

JANUARY 2016 – JULY 2016

Responsibilities:

- Developed educational mini-games that interfaced with a brain activity monitoring headset (EEG), utilizing real-time player attention span data to dynamically adapt gameplay and maximize cognitive engagement.
- Architected and implemented the data pipeline between the Unity application and the neuroheadset's API, ensuring accurate and low-latency data transmission for real-time feedback.
- Collaborated with neuroscientists and data analysts to translate cognitive performance metrics into actionable game design mechanics.

Projects: Several Math based educational Mini games for unreleased RPG game.

Valari Studios, Chennai, India - Game Programmer
AUGUST 2014 – OCTOBER 2015

Responsibilities:

- Building Unity applications and games for multiple platforms based on client requirements.
- Designing, architecting, testing and implementing game features.

Projects: Goats or Tigers(iOS and Android), Several client projects.

CONTACT

Halifax, NS,
Canada
(437) 973-9948
varun.khatri18@gmail.com
[Github](#)
[Linkedin](#)

SKILLS

C#
Javascript
Lua
C++
Shader programming (CG)
Shader Graph
VFX Graph
JSON
Python

TOOLS/SOFTWARE

Unity
Photoshop
Krita
Blender

LANGUAGES

English (Fluent)
Hindi (Proficient)
Tamil (Fluent)
Sindhi (Fluent)

CERTIFICATIONS/COURSES

Google Cybersecurity Certificate

EDUCATION

B.A in Digital Media (Game Development)
University of Wales | 2011-2014

REFERENCES

Karissa Dwarika
Art Director, Retinad Virtual Reality
Karissadwarika@gmail.com

Number: 647-999-7913

Jack Qiao
CTO, Retinad Virtual Reality
jack@highstreet.market

Number: 647-618-4668

HOBBIES

Photography, Gaming, Cooking, Cricket