

# 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

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[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  
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**Jack Qiao**  
CTO, Retinad Virtual Reality  
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## HOBBIES

Photography, Gaming, Cooking, Cricket