VARUN KHATRI

Unity Developer | 10+ years in Mobile & VR

Specializing in performance optimization, tech art (shaders/VFX), and full-cycle feature development for live-service mobile games and large-scale VR environments. Contributed to titles with 100M+ downloads and cutting-edge VR projects.

CONTACT

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Website
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Github
Linkedin

EXPERIENCE

Highstreet (Retinad VR) — Unity Developer
Feb 2022 – Sep 2025 | Toronto (Remote)

- R&D on Addressables-based content delivery and chunked world loading for large-scale VR environments.

- Developed custom toon-lit shaders, day/night systems, skyboxes, and advanced environmental VFX (snow, rain, water, fog, wildlife).

- Owned character and apparel customization, integrating Ready Player Me avatars with tattoos and clothing systems.

- Led scene setup, lighting, LODs, occlusion culling, and end-to-end graphics optimization across multiple demos (Campus, ARC, Gladiator).

Key Strengths: VR performance engineering · Tech art leadership · Custom rendering pipelines

Nextwave Multimedia — Game Developer
Aug 2016 – Nov 2021 | Chennai, India

- **Planet Golf:** Delivered full-cycle development including procedural course generation, custom course sharing, club customization, UI, and player tools.

- **World Cricket Championship Franchise (100M+ downloads):** Led graphics, shaders, VFX, and performance optimization; designed dynamic tournament/UI system with Addressables for live updates; implemented day/night and weather systems; reduced character material count from 72 → 4 to enable 15 simultaneous characters.

- **Other Titles:** Bat Attack Cricket, World Table Tennis Championship, Real Carrom — shader/VFX and mobile optimization.

Key Strengths: Live-service architecture · Procedural systems · Mobile optimization · Shader/VFX expertise

Qneuro — Game Programmer
Jan 2016 – Jul 2016 | Chennai, India

- Developed educational mini-games integrating EEG headset data to adapt gameplay in real-time.

- Built low-latency Unity–API data pipeline and collaborated with neuroscientists to translate cognitive metrics into gameplay mechanics.

Key Strengths: API integration · Real-time data systems · Experimental gameplay

Valari Studios — Game Programmer
Aug 2014 – Oct 2015 | Chennai, India

- Delivered **Goats or Tigers** from concept to App Store/Google Play release; owned gameplay, UI, and deployment.

- Built client-facing Unity apps including AR educational experiences, architectural visualization, automotive customization, and interactive live-event games.

Key Strengths: Full-cycle development · Client delivery · Mobile optimization · AR

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