

Marios Bikos

SOFTWARE ENGINEER INTERESTED IN AUGMENTED REALITY, VIRTUAL REALITY & GAME DEVELOPMENT

2d Langdale Road, Hove, BN3 4HN - United Kingdom

+44 (0) 7521278942

mariosbikos@gmail.com

www.mariosbikos.com

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Education

University College London (UCL)

London, UK

MSc IN COMPUTER GRAPHICS, VISION & IMAGING

Sep. 2015 - Sep. 2016

- **GPA:** 75.4% (Distinction)
- **Related Courses:** Virtual Environments, Computer Graphics, Image Processing, Acquisition & Processing of 3D Geometry, Machine Vision
- **MSc Thesis:** "VR for the Study of Moral Dilemmas involving Driverless Cars" (Grade: 86%). Advisor: Prof. Mel Slater

University of Patras

Patras, Greece

DIPLOMA IN ELECTRICAL AND COMPUTER ENGINEERING (M.ENG EQUIVALENT: 300 ECTS)

Sep. 2009 - Jul. 2015

- **GPA:** Overall: 7.83/10 (Ranked 5th/60 students)
- **Related Courses:** Computational Geometry, Human-Machine Interaction, Object Oriented Technology, Advanced Programming
- **Thesis:** "Dynamic Simulation of Virtual Objects for AR Applications. Development of an AR Chess" (Grade: 10/10). Advisor: K.Moustakas

Professional Experience

Studio GOBO

Brighton, UK

GRADUATE PROGRAMMER

Sep. 2016 - Present

- Prototyped in-game player messaging features and created UI screens for an unannounced game (based on a globally-recognised IP).
- Implemented the main UI screen-flow system in Unreal Engine from scratch, allowing non-coders to easily manipulate menus.
- Built a Unity Editor tool that simulates a production control room to facilitate the debugging of the complex camera system using C#.

Fachgebiet AR Research Group - Technical University of Munich

Munich, Germany

RESEARCH INTERN

Mar. 2015 - Jun. 2015

- Developed a pinch gesture detection algorithm, employing thumb and forefinger relative position for 3D virtual object manipulation.
- Implemented an interactive AR Chess Game, with depth map occlusion handling, enabling users to seamlessly manipulate virtual chess pieces using their bare hands and play against a chess AI engine, using C++, OpenCV, OpenGL, ArUco, Intel RealSense SDK.

VR Research Team - Institute of Communication and Computer Systems NTUA

Athens, Greece

ENGINEERING INTERN

Jul. 2013 - Aug. 2013

- Developed an AR Game using Kinect and C#, that recognizes player's skeleton and turns him into a Marvel's Avenger.

Volunteer Experience

IEEE Computer Society Student Chapter-University of Patras

Patras, Greece

CHAIR & FOUNDER

Nov. 2011 - Sep. 2012

- Led a team of 23 students to organise the **1st Games Expo in Greece**, aiming to network Greek gaming companies and students, winning the **Gold Darrel Chong Student Activity Award**, given annually by IEEE to acknowledge exemplary student activities around the globe.
- Recipient of the **Richard E. Merwin Student Scholarship 2014**, given by IEEE Computer Society to recognize and reward active student leaders.
- Recipient of the **IEEE Computer Society Outstanding Chapter Award 2012**, given annually for providing the best overall set of IT activities.

Project Experience

2016	VR for Moral Dilemmas: Developed a VR simulation that utilizes virtual embodiment through body tracking to immerse users in an environment, where they can relive a moral dilemma as the passengers of a driverless car.	Oculus Rift, Unity, Optitrack, C#
2016	SlalomPenguin-VR: Reverse-engineered an intuitive game interface for locomotion in VR environments and built an alpine-skiing immersive environment simulation for a C.A.V.E to demonstrate its effectiveness.	Unity3D, C#
2016	Isotropic Remeshing of Surfaces: Implemented isotropic remeshing algorithms that improve the quality of a given 3D mesh in terms of vertex sampling, regularity and triangle quality.	C++, OpenGL, CGAL
2014	Light Source Estimation for AR Applications: Utilized and programmed algorithms to estimate the position of a point light source in a scene using Kinect.	C++, OpenGL, PCL
2013	Computational Geometry: Implemented algorithms of 2D & 3D Convex Hulls, Distance Maps, Sphere - Polyhedron Collision Detection and ICP.	C++, OpenGL

Achievements

2017	Grand Prize Winner among 112 Unity projects in the Polycount-Unity Connect Contest.	Worldwide(Online)
2014	6th/1625 teams (Top 0.3%) in the European Best Engineering Competition on analytical skills.	Riga, Latvia
2014	People's Choice Award/15 Greek games that participated in the Global Game Jam 2014.	Athens & Patras, GR
2012	124th/1900 teams (Top 6%) in the IEEEExtreme 6.0 24hr-Programming Competition.	Worldwide(Online)