Marios Bikos

London - United Kingdom (British citizen)

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Professional Experience

Existent
London, UK

STAFF SOFTWARE ENGINEER — *Mar 2024 - Present*

- Implemented Existent Unreal plugin's licensing system using Keygen.sh API, by crafting HTTP request protocols to validate license keys, activate machines, and verify entitlements.
- Developed Realm Odyssey, a VR demo, by integrating OptiTrack and Vive Ultimate trackers for high-precision interactions, and implementing dynamic level loading, enabling seamless travel between 3 worlds, improving user engagement by 30%.
- Spearheaded GitBook documentation creation by scripting BP API node documentation conversion into GitBook-compatible markdown, enhancing user accessibility and guidance, reducing support tickets by 20%.

PICO XR (ByteDance/TikTok)
London, UK

SENIOR UNREAL SDK TECHNICAL ENGINEER (DEVELOPER SUPPORT TEAM) — *Nov 2022 - Feb 2024*

- Co-developed the PICO Porting Tool, optimizing API replacements to slash XR app porting time from Quest to PICO headsets by 50%-70%.
- Spearheaded the management and content creation for PICO Developer's YouTube & Twitter channels, producing in-depth Unreal Engine video tutorials for XR developers, achieving 450 new subscribers & 250 Twitter followers in 4 months.
- Resolved over 200 technical issues related to the PICO XR SDK in Unreal Engine, maintaining a 95% or higher on-time resolution rate, aligning with SLAs, and providing swift initial responses to customer inquiries.

Sharkmob (A Tencent Games Studio)
London, UK

ASSOCIATE LEAD GAMEPLAY ENGINEER ON "EXOBORNE" GAME — *Apr 2022 - Nov 2022*

- Onboarded and mentored 2 junior and 2 mid-level engineers, assisting them with complex technical problems and fostering professional growth, resulting in improved team performance. Conducted over 15 interviews, contributing to a 2x increase in team size.
- Designed, planned, and troubleshooted the development of new vehicle system features using Unreal Engine 5 and the Chaos Physics System, enhancing design flexibility and meeting all designer requirements.

SENIOR GAMEPLAY ENGINEE ON "EXOBORNE" GAME — *May 2021 - Apr 2022*

- Developed and implemented a Debug Camera System Tool to capture dynamic vehicle shots from diverse angles, improving the ability to highlight intricate vehicle dynamics and reducing debugging time by 30%.

HTC VIVE
London, UK

DEVELOPER RELATIONS ENGINEER — *Nov 2019 - Apr 2021*

- Served as the technical bridge between Vive Engineering and 60+ EMEA XR companies, defining technical requirements for B2B VR solutions, resulting in successful software integration, game engine compatibility, and hardware compatibility for all projects.
- Advised and guided external developers on using Vive VR headsets and SDKs (Eye/Lip/Hand Tracking, AR), reducing onboarding friction by 40% through the creation & distribution of Unreal Engine best practices, technical articles, tutorials, and sample code.

Framestore
London, UK

VR DEVELOPER — *May 2018 - Nov 2019*

- Collaborated with Academy Award-winning creatives to implement networked VR Scouting Tools for Framestore's Virtual Production Platform (fARsight), allowing filmmakers to navigate, interact, and make creative decisions in virtual environments, improving production efficiency.
- Engineered Unreal Engine Editor tools to expedite VR Review iterations by 50% & programmed animations for VW China's Hyper Reality Test Drive, ensuring avatar movements accurately reflected real-time scene actions, enhancing animation accuracy and user experience.

Electric Square / Studio Gobo
Brighton, UK

PROGRAMMER ON FORZA STREET GAME — *Sep. 2016 - May 2018*

- Designed and implemented the main UI screen-flow system in Unreal Engine & UMG from scratch, adhering to UI development best practices, to ensure an engaging and user-friendly interface.
- Developed a Unity Editor tool simulating a production control room for debugging the complex camera system using C#, reducing debugging time by 40%.

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, 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, GR

INTEGRATED MASTER OF ENGINEERING - ELECTRICAL AND COMPUTER ENGINEERING (300 ECTS) — *Sep. 2009 - Jul. 2015*

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