Marios Bikos

London - United Kingdom

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Education

University College London   *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

Professional Experience

HTC VIVE   *London, UK*

Developer Relations Engineer   *Nov 2019 - Present*

- Reduce the friction of onboarding external developers providing guidance and technical support on the use of Vive SDKs and educating them by creating and sharing best practices, technical articles and tutorials as well as sample code.
- Drive awareness about the Vive SDKs & APIs through the delivery of technical talks at developer conferences, meetups & webinars and the organisation of developers jams and hackathons.
- Proactively train myself to remain at the forefront of high-quality graphics rendering techniques, Unity / Unreal Engine technology and prepare demos and proof of concepts to demonstrate various use cases for Vive SDKs.

Framestore   *London, UK*

VR Developer   *May 2018 - Nov 2019*

- Worked with Academy Award-winning creatives to implement networked VR Scouting Tools for Framestore's Virtual Production Platform and give filmmakers new ways to navigate/interact with the virtual world in VR, leveraging Unreal Engine.
- Led development for the accompanying AR Experience to Fantastic Beasts: The Crimes of Grindelwald on Magic Leap, featured at the flagship AT&T Store in Chicago and ported it to VR.
- Built Unreal Engine Editor tools to reduce VR Review iteration times and programmed the Driver Animation System for the Hyper Reality Test Drive, a 4D VR simulation for VW China.

Electric Square / Studio Gobo   *Brighton, UK*

Programmer on Forza Street Game   *Sep. 2016 - May 2018*

- Experience working in all phases of game development, from feature design and implementation to bug-fixing for Forza Street.
- Implemented the main UI screen-flow system in Unreal Engine & UMG from scratch, allowing content authors 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#.

FAR Research Group - Technical University of Munich   *Munich, DE*

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.

Project Experience

2016	**VR for Moral Dilemmas:** Developed a VR simulation that utilises 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.	*Unity, C#*

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 IEEEXtreme 6.0 24hr-Programming Competition.	*Worldwide(Online)*