Marios Bikos

London - United Kingdom (British citizen)

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Professional Experience

PICO XR (ByteDance/TikTok)

London, UK

Senior Unreal SDK Technical Engineer (Developer Support Team) *Nov 2022 - Present*

- Contributed to the development of the PICO Porting Tool (Unreal Engine Plugin), slashing XR app porting time from Quest to PICO headsets by 50%-70% via one-click API replacements.
- Spearheaded the management and content creation for PICO Developer's YouTube & Twitter channels, crafting in-depth Unreal Engine video tutorials tailored to XR developers, driving rapid 4-month growth to 430 subscribers & 250 Twitter followers.
- Expertly tackled and resolved over 200 technical issues associated with the PICO XR SDK in Unreal Engine, consistently surpassing expectations with an on-time resolution rate of 95% or higher, aligning with SLAs, and delivering swift initial responses to customer inquiries.

Sharkmob (A Tencent Games Studio)

London, UK

Associate Lead Gameplay Engineer *Apr 2022 - Nov 2022*

- Onboarded and mentored 2 junior engineers & 2 mid-level engineers while assisting them in addressing complex technical problems, fostering their professional growth. Conducted over 15 interviews and contributed to studio expansion.
- Designed, planned, and troubleshooted the development of new features for a vehicle system using Unreal Engine 5 and the Chaos Physics System, exposing parameters and control systems to meet designer requirements.

Senior Gameplay Engineer *May 2021 - Apr 2022*

- Implemented a Debug Camera System Tool for capturing dynamic vehicle shots from diverse angles, highlighting intricate vehicle dynamics.
- Authored technical documentation outlining the process of Engine Integration from Unreal Engine 5, sharing knowledge with team members.

HTC VIVE

London, UK

Developer Relations Engineer *Nov 2019 - Apr 2021*

- Served as the technical bridge between Vive Engineering and more than 60 EMEA XR companies, helping to scope the technical requirements to create a successful B2B VR solution, including software integration, game engines and hardware compatibility.
- Advised and provided guidance on the use of Vive VR headsets and SDKs (Eye/Lip/Hand Tracking, AR) to external developers, reducing the friction of onboarding by creating and sharing Unreal Engine best practices, technical articles and tutorials as well as sample code.
- Collected feedback from external developers and influenced internal product & engineering teams to translate developer needs into HW and SW features and steer the future roadmap.

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, enhancing virtual world navigation with Unreal Engine.
- Led the development of an Unreal Engine AR Experience for "Fantastic Beasts: The Crimes of Grindelwald" on Magic Leap, featured at the AT&T Store in Chicago, and successfully ported it to VR for Oculus Rift.
- Engineered Unreal Engine Editor tools to expedite VR Review iterations and developed the Driver Animation System for VW China's Hyper Reality Test Drive, a 4D VR simulation.

Electric Square / Studio Gobo

Brighton, UK

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

- Demonstrated a strong interest in metagame systems by contributing to the development of game features that enhance the player's overall experience, creating a sense of progression and depth.
- 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.
- Built a Unity Editor tool that simulates a production control room to facilitate the debugging of the complex camera system, using C#.

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