Marios Bikos

London - United Kingdom (British citizen)

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Professional Experience

Existent
London, UK

Staff Software Engineer — *Mar 2024 - Present*

- Developed the licensing system for Existent's Unreal Engine plugin in C++, utilizing HTTP requests to interact with Keygen.sh RESTful API for license key validation, machine activation, and entitlement verification.
- Implemented Realm Odyssey, a mini VR demo in Unreal Engine, using marketplace assets and dynamic level loading for seamless transitions between worlds. Designed intuitive mechanics with tracked objects and vehicles to enhance immersion and engagement.
- Led documentation efforts and automated the documentation pipeline by generating Blueprint nodes API documentation and writing Python scripts to convert it into GitBook-compatible markdown format, enhancing user accessibility.

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%, and presented results to selected developers at GDC 2023.
- 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% 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 4 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 Engineer on "Exoborne" Game — *May 2021 - Apr 2022*

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

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 and providing solutions to improve software integration, game engine compatibility, and user experience.
- 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