

Marios Bikos

London - United Kingdom (British & Greek (EU) citizen)

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Professional Experience

Catches

London, UK

SENIOR SOFTWARE ENGINEER (TOOLS & SUPPORT TEAM)

Nov 2024 - Present

- Developed reusable Unreal Engine C++ gameplay automation and editor extensions to streamline asset ingestion and configuration — reducing setup time by 12.6x (8 hours to 38 minutes) while ensuring consistency and scalability across creative teams.
- Architected a containerized Python service integrating Ayon with Perforce to sync asset folder structures in real time—leveraging Docker and Kubernetes for scalable, event-driven operation across creative pipelines and improving consistency in production environments.
- Built GitHub Actions CI/CD pipelines to automate validation, diffing, and deployment of Perforce triggers, introducing version-controlled, testable workflows that improved reliability for Unreal Engine projects.
- Reengineered onboarding into a modular Python-based system, enabling one-click Windows environment setup (tools, configs, GCP init) across teams, reducing setup friction and boosting reliability for developers.

Existent

London, UK

STAFF SOFTWARE ENGINEER

Mar 2024 - Aug 2024

- Built a secure licensing system for Existent's Unreal Engine plugin in C++, integrating with Keygen's RESTful API via HTTP requests for license validation, machine activation, and entitlement management—ensuring reliable distribution and compliance across client deployments.
- Built "Realm Odyssey", a proof-of-concept XR prototype in Unreal Engine (Blueprints & C++), featuring dynamic environment transitions and intuitive user interactions, used in client demos to showcase platform's immersive capabilities.

ByteDance / TikTok (PICO XR)

London, UK

SENIOR UNREAL SDK TECHNICAL ENGINEER (DEVELOPER SUPPORT TEAM)

Nov 2022 - Feb 2024

- Co-developed the PICO Porting Tool to accelerate XR app migration from Meta Quest to PICO headsets by 50–70%, empowering creators to bring their worlds to a new ecosystem and presenting results 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.
- Provided hands-on Unreal Engine support, resolving over 200 SDK issues, collaborating with designers and engineers to debug complex systems and maintain high-quality player experiences.

Sharkmob (A Tencent Games Studio)

London, UK

ASSOCIATE LEAD GAMEPLAY ENGINEER ON "EXOBORNE" GAME

Apr 2022 - Nov 2022

- Onboarded, mentored, and coached 4 engineers, providing guidance on complex technical problems and supporting career growth; conducted 15+ interviews and contributed to a 2x team expansion while improving overall performance.
- Owned sprint planning and delivery: estimated, prioritized, and delegated tasks, while monitoring progress to ensure timely, high-quality outcomes.

SENIOR GAMEPLAY ENGINEER ON "EXOBORNE" GAME

May 2021 - Apr 2022

- Led the architecture of vehicle multiplayer systems in Unreal Engine 5, leveraging Chaos Physics to deliver customizable and scalable vehicle features that supported complex open-world requirements and expanded design flexibility.
- Developed a Debug Camera System in Unreal Engine to capture dynamic in-game perspectives, 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 over 60 EMEA companies of all sizes, managing general account and relationship duties with technical teams within gaming studios to improve software integration and game engine compatibility.
- Supported external developers in adopting VIVE XR SDKs and toolkits (eye, hand, and AR tracking), creating technical guides, sample code and tutorials that reduced onboarding time by 40%.

Framestore

London, UK

VR DEVELOPER

May 2018 - Nov 2019

- Built real-time networked VR Scouting Tools in Unreal Engine for Framestore's fARsight platform, collaborating with Academy Award-winning creatives to enable filmmakers and clients to explore virtual sets, collaborate in real time, and accelerate production decisions.
- Developed Unreal Engine Editor tools that cut director review cycles by 50%, and programmed real-time avatar animations for a VR Test Drive experience for VW China, improving accuracy and user immersion.

Electric Square / Studio Gobo

Brighton, UK

PROGRAMMER ON FORZA STREET GAME

Sep. 2016 - May 2018

- Implemented the core UI flow in Unreal Engine & UMG, delivering an intuitive, user-friendly interface built on best-practice design principles.
- Built a Unity Editor tool in C# to simulate a production control room, improving camera system debugging efficiency 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

Skills

Programming	C++, Python, C#
Game Engines	Unreal Engine, Unity
DevOps & CI/CD	Terraform, Kubernetes, Docker, Github Actions, JIRA
Tools	Postman, Ayon, Datadog
Cloud	Google Cloud Platform (GCP)
Version Control	Perforce, Git
IDEs	Visual Studio, JetBrains Rider

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)

Publications

2015	M. Bikos, Y. Itoh, G. Klinker and K. Moustakas “An Interactive Augmented Reality Chess Game using Bare-Hand Pinch Gestures”, Proceedings of the International Conference on Cyberworlds, 355-358. [18 citations]	Gotland, Sweden
2015	R Angelidou, M Bikos, I Maglogiannis “Development of a Portable System for Collecting and Processing Sounds to Support the Diagnosis of Sleep Apnea”, 6th Panhellenic Conference on Biomedical Technology, ELEVIT.	Greece