

Creative XR engineer and researcher with 7+ years of experience delivering real-time immersive applications across gaming, education, and cultural sectors. Expert in Unity, interaction design and multiplayer systems. Proven ability to work with cross-disciplinary teams, run user testing, and produce compelling prototypes and human-centered products. Passionate about crafting software that offers meaningful experiences connecting people through emerging technology.

 **EXPERIENCE**

Technical Lead, ATHENA RC & NKUA, GR*October 2022 – Present**Narrative Team*

- Leading cross-functional teams and mentoring junior developers and researchers for EU and national projects
- Contributed to writing 2 EU and 4 national grant proposals

Technical Manager, ATHENA RC, GR*October 2025 – Present**UNICHE EU Project*

- Leading the technical design and integration of the UNICHE "no-code" digital heritage ecosystem
- Architecting a modular API framework linking AI-driven authoring to multimodal visitor applications
- Overseeing technical compliance and seamless interoperability with the ECCCH infrastructure
- Supervising development of GenAI assistants and XR apps for on-site, remote, and hybrid museum experiences

XR Researcher, NKUA, GR*June 2024 - Present**META-TOO EU Project*

- Developing experimental interaction tools as safety mechanisms in XR social environments
- Conducting research about the effectiveness of empathy-based interventions in XR to combat harassment

Lead Unity XR Engineer, ATHENA RC, GR*January 2024 – December 2025**RPGs4Museums National Project*

- Built NoFold, a social VR/MR multiplayer platform for tabletop games
- Led iterative development of 2 other engineers in Unity (Meta SDKs and Photon) and 1 web developer (Angular)
- Conducted user research with 20+ board game creators
- Presented demos at FDG conference, Meta Hackathon 2024 and 4 local gaming events

Lead Unity VR Engineer, ATHENA RC, GR*November 2024 – May 2025**ARSINOE EU Project*

- Co-designed a multiplayer VR experience for environmental awareness through collaborative decision-making
- Led iterative development of 2 developers in Unity (Meta SDKs and Netcode)
- Won the 3DUI contest of IEEE VR 2025

Unity VR Prototype Engineer, NKUA, GR*January 2023 - February 2023**CAPHE EU Project*

- Conceptualized and prototyped in Unity (VRTK/Tilia) a live VR performance blending opera and interactive technology
- Showcased during a live concert in Kenya with 50+ attendees

Unity Engineer, NKUA, GR*January 2021 - January 2023**HPTK+ (Hand Physics Toolkit Plus)*

- Architected a system for simulating hand physics in Unity based on PhysX Articulation Bodies
- Evaluated its usefulness in a user study with 27 participants
- Integrated the system with an existing open-source library

UX Researcher, NKUA, GR*October 2020 - September 2022**BRIDGES EU Project*

- Co-designed scenario and interactions with EU partners for co-located free-roam XR group experiences
- Evaluated a virtual visit to Ancient Athens with 38 users and firefighters training with 20 firefighters

Unity VR Engineer, ATHENA RC, GR*August 2018 - September 2020**EMOTIVE EU Project*

- Created a multiplayer VR collaborative experience for a Neolithic site using Unity (SteamVR and Photon)
- Coordinated a group of 2 historians, 1 UX designer, 1 3D artist and 2 developers
- Designed and implemented all user interactions and game logic
- Piloted with hundreds of users; then released on itch.io

Front-End Web Engineer, ATHENA RC, GR*January 2017 – July 2018**EMOTIVE EU Project*

- Designed and developed a suite of web (Angular, Bootstrap) tools for interactive narratives and virtual museum visits

Full-Stack Web Engineer, CERN, CH*October 2014-September 2015**S'Cool LAB Team*

- Designed and developed two websites, for both the front and the back end, using Drupal and Moodle

 **EDUCATION****PhD - Computer Science, NKUA, GR***June 2020 - Spring 2026 (Expected)*

- HCI, Virtual Reality, UX, Hand Interaction, Physics Simulation, Avatars, Embodiment - Advisor: Maria Roussou.

Visiting PhD Student - 3DI Lab, Virginia Tech, USA*October 2023 - April 2024*

- Research on physics-based hand interaction: designed, implemented, and ran user studies - Advisor: Doug Bowman.

BSc & MSc - Computer Science, NKUA, GR*October 2017 – March 2020 & April 2007 – February 2016* **TECHNICAL SKILLS**

- **Programming tools:** Unity, C#, Git, VS Code
- **Unity Libraries:** Meta XR SKDs, VRTK-Tilia, SteamVR, Animation Rigging, AI Navigation, ML-Agents
- **Unity Networking:** Netcode, Mirror, Photon, NormCore

 **SERVICE AND TEACHING**

- Authored 12+ peer-reviewed publications in top-tier venues including IEEE VR, TVCG, and VRST, accruing over 300 citations in the fields of XR, human-computer interaction and digital cultural heritage.
- Reviewer: CHI ('22-'25), IEEE VR ('24-'26), TVCG ('24), VRST ('24, '25), Frontiers VR ('24, '25), FDG ('22), VR Journal ('21)
- Course Assistant: HCI (2018-2022) and Databases (2022) @ NKUA
- Mentored 10+ students on their Bachelor & Master theses in XR/HCI/AI @ NKUA and 1 undergrad @ Virginia Tech

 **AWARDS**

- **Winner @ 3DUI Contest – IEEE VR (2025)**
- **PhD Research Mobility Scholarship – Fulbright/IKY (2023)**
- **Gary Marsden Travel Award – ACM SIGCHI (2021)**