Nick Marmaras

Software Engineer

CONTACT

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Location: Geneva, Switzerland

PROFESSIONAL EXPERIENCE

Experienced(XP) Lead Extended Reality(XR) Developer   **July 2021 – Present**

ORamaVR

- Leading the development of 4 VR medical training simulations in Unity, contributing to code development and maintenance, managing task delegation, coordination with development team and clients.
- Serving as a core developer for 6 untethered VR medical simulations in Unity, focusing on simulation design, multiplayer integration, interactive gamified UX solutions and optimizations ensuring stable performance at 72 FPS on over 5 commercially available XR HMDs.
- Maintained code and developed new features in the MAGES SDK in both Unity and Unreal Engine 4, responsible for analytics, action prototypes, cooperative play, interactive and gamified solutions.
- Spearheaded the development of immersive XR applications integrating advanced plugins such as Oculus, OpenXR, and WaveXR to enhance user experiences.
- Pioneered hardware integration projects, successfully incorporating Vive Trackers, Ultimate Trackers into virtual environments
- Led the implementation of sophisticated hand tracking technologies, enabling intuitive user interactions and boosting the accessibility of applications.

Software Engineer   **Jan 2019 – Mar 2021**

Telemetrics System Measurements

- Interface design and software development for electrical and electronic measurement systems.
- Communication with the CEO to determine the requirements.
- Presentation of the results to the technical team.

PROJECTS AND PUBLICATIONS

VR Isle Academy: A VR Digital Twin Approach for Robotic Surgical Skill Development (Published at CGI2024)

- Developed a portable, device-agnostic VR training simulator for robotic surgery, emphasizing cost-effectiveness and reducing the learning curve, with integrated hand and foot tracking to enhance realism and interactivity.
- Enabled real-time and offline error tracking for performance monitoring, demonstrating significant reductions in user error rates over multiple sessions. Link

Hellas Logo Quiz

- Developed and published a Unity mobile quiz game on Google Play, challenging players to identify iconic Greek brands across multiple categories. Features stage unlocking, memory training, and progressive difficulty. Link

EDUCATION

Hellenic Open University, phD in Computer Graphics   **July 2024 – Present**

Developing an AI-driven VR training environment that adapts to users' skill levels in real time, enabling collaborative, competitive, and realistic multi-user learning experiences.

University Of Western Macedonia, MS in Digital Games and Multimedia Applications   **Sep 2022 – Mar 2024**

Thesis: JARVRIKS: Developed a multithreaded full-body VR IK system in Unity using Vive XR Elite and Ultimate Trackers. Implemented C# Graphics Jobs, runtime calibration, and a VR IK Editor for real-time effector manipulation. Created three demos: a Superhot clone (upper body), a Beat Saber clone (upper body), and a soccer game (lower body). (Video)

University of Crete, BS in Computer Science   **July 2024 – Present**

- Thesis: Unreal Engine 4 Survival Horror Game, presentation of personal idea and game scenario to a supervising professor Link
- Developed the original Super Mario Bros with my team in C++ using Allegro5 Link