John Moschos

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Portfolio: **https://jmoschos.me**

Professional profile

Computer Science master's graduate specializing in real-time 3D graphics, VR/AR, and AI-driven interactive environments. Seeking software engineering roles in graphics, game engines, and immersive technologies.

Education

09.2018 – 07.2019   **MSc Computer Science - Distinction (9.06/10)**

University of Economics and Business, Athens

Master thesis: *Photorealistic Virtual Reality* - Distinction (10/10).

- Engineered a game engine from scratch to support high-performance photorealistic VR graphics.
- Built a stereoscopic ray tracer with advanced lens-matched sampling.

Scholarship: Awarded from Omilia Conversational AI Self-Service LTD.

09.2012 – 06.2018   **BSc Department of Informatics - Upper Second Class (7.33/10)**

University of Economics and Business, Athens

Graduate thesis: *Volumetric Lighting & Environment Mapping* - Distinction (10/10).

- Extended an academic game engine by adding advanced graphics techniques.
- Implemented volumetric light scattering and integrated specular image-based lighting to enhance visual realism.

Career

10.2024 – Present   **Graphics Software Engineer**

Metasteps, Athens

- Architected core graphics systems, optimizing performance across Mobile, WebGL, and VR.
- Pioneered rendering techniques and AI tools to boost interactivity and visual fidelity.
- Led and mentored engineers and artists on engine internals and graphics workflows.
- Core member of leadership team, guiding graphics integration across gameplay, tools, and product strategy.

10.2021 – 09.2024   **Graphics Software Engineer**

Dataverse, Athens

- Extended and optimized the Unity engine to deliver high-performance products on Mobile, WebGL, and VR.
- Built internal tools to streamline asset workflows and simplify build management.
- Led a team of artists to enhance asset creation, optimization, and publishing.
- Mentored junior engineers and artists on graphics techniques and engine internals.

11.2019 – 10.2021   Professional Development & Projects

- Developed skills in photorealistic rendering, VR, and game engines to prepare for target roles.
- **Raygen:** Full-featured game engine exploring real-time ray tracing (*GitHub*).
- **Kaleido:** Game engine supporting multiple renderers targeting different graphics APIs (*GitHub*).

11.2019 – 11.2020   Leading Seaman OR-4, Computers and Networks Specialist Corps

Hellenic Navy, Greece

- Selected for key national security project; led a team of seamen managing operations and project execution.

Skills summary

- **Industry Knowledge:** 3D Rendering, Real-time Graphics, Ray Tracing, Path Tracing, Game Engines, VR/AR, 3D Math, AI Agents, Multi-Agent Systems, Embeddings, LLMs.
- **Tools and Technologies:** C++, C#, Unity Engine, Vulkan, OpenGL, Direct3D, GLSL, HLSL, Blender, n8n
- **Familiarity:** Unreal Engine 4, Python, JavaScript.