



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 and connects people through emerging technology.



## EXPERIENCE

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### 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

### Lead Unity XR Engineer, ATHENA RC, GR

*January 2024 - Present*

#### *RPGs4Museums National Project*

- Building NoFold, a social VR/MR multiplayer platform for tabletop games
- Leading iterative development of 2 other engineers in Unity (Meta SDKs and Photon) and 1 web developer (Flutter)
- 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 other engineers 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 engineers
- 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

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## PhD - Computer Science, NKUA, GR

June 2020 - Fall 2025

- 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

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

## TEACHING AND SERVICE

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- Course Assistant: HCI (2018-2022) and Databases (2022) @ NKUA
- Mentored 8+ students on their Bachelor & Master theses in XR/HCI/AI @ NKUA and Virginia Tech
- Reviewer: CHI (2022-2025), IEEE VR ('24, '25), TVCG ('24), VRST ('24), Frontiers of VR ('24), FDG ('22), VR Journal ('21)

## AWARDS

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

## SELECTED PUBLICATIONS

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- “Effects of Different Tracker-driven Direction Sources on Continuous Artificial Locomotion in VR”,** Lougiakis, C., Mandilaras, T., Katifori, A., Ganas, G., Ioannidis, I.-P., & Roussou, M. (2024), [VRST](#).
- “Comparing Physics-based Hand Interaction in Virtual Reality: Custom Soft Body Simulation vs. Off-the-Shelf Integrated Solution”,** Lougiakis, C., Gonzalez, J., Ganas, G., Katifori, A., Ioannidis, I.-P., & Roussou, M. (2024), [IEEE VR](#).
- “Comparing Different Grasping Visualizations for Object Manipulation in VR using Controllers”,** Ganas, G., Lougiakis, C., Katifori, A., Roussou, M., Ioannidis, Y., & Ioannidis, I. P. (2023), [IEEE TVCG](#).
- “Exploring the Effect of Personality Traits in VR Interaction: The Emergent Role of Perspective-Taking in Task Performance”,** Katifori, A., Lougiakis, C., & Roussou, M. (2022), [Frontiers in Virtual Reality](#).
- “Effects of Virtual Hand Representation on Interaction and Embodiment in HMD-based Virtual Environments Using Controllers”,** Lougiakis, C., Katifori, A., Roussou, M., & Ioannidis, I.-P. (2020), [IEEE VR](#).