

Michael Bitsakis

Founder & CEO, GDRS Studios | Technical Director / ML/AI Engineer at Devoted Studios

Location	Greece
Email	infogdrs@gmail.com
LinkedIn	https://www.linkedin.com/in/michael-bitsakis/
GitHub	https://github.com/MichaelBitsakis
Company	GDRS Studios (gdrs-studios)
Website	https://gdrs-studios.com

Positioning: Technical innovation partner for game studios

I founded GDRS in 2008 in Greece and have spent 17+ years building production technology - OpenGL real-time rendering, Houdini and Python pipeline tools at Pluto VR, Unity architecture for OxfordVR and Decentraland, and since 2022 technical direction and ML/AI engineering across 80+ co-dev engagements at Devoted Studios. Unity Certified Programmer. Published on 80.lv. Build technology that survives production - custom Unreal and Unity tooling, pipeline automation, and applied AI that ships to milestones, not demo reels. You work directly with me: honest scope, clear milestones, and handoff your team can maintain. B2B contracting only (milestone-based, NDA-friendly). Not open to full-time employment.

Experience

Devoted Studios — Technical Director Internal Team - ML/AI Engineer

Aug 2023 - Present | Remote | Current

ML/AI training, testing, and deployment; web apps and frameworks; cybersecurity and penetration testing.

Devoted Studios — Technical Director Internal Team

Apr 2023 - Present | Remote | Current

Project management, system architecture, pipelines, optimization, tools, and shaders.

Devoted Studios — Technical Director - Tech Lead - TA

Nov 2022 - Present | Remote | Current

System architecture, pipeline design, optimization, and technical art tooling.

iGoKartSimRacing — Software Engineer

Oct 2021 - Present | Greece | Current

Software engineering for sim-racing applications.

Decentraland — Unity Engineering Senior TA

Sep 2022 - Jan 2023 | Remote

Senior technical art and Unity engineering for the decentralized metaverse platform.

OxfordVR — Lead Unity Engineer

Mar 2022 - Sep 2022 | Remote

Full architecture redesign for the GameChange medical VR application; onboarding, training, and tooling for junior and senior developers.

Individual Contractor — Contractor - Collaborations

Oct 2021 - Jan 2023 | Remote

Contractor lead Unity engineer/developer for OxfordVR and other collaborations.

INDG | Grip — Technical Director

Aug 2021 - Sep 2021 | Remote

Technical direction for large-scale CGI and automated content generation pipelines.

Pluto VR — Lead AR/VR Technical Artist

Feb 2018 - Apr 2021 | Seattle, US (remote)

Houdini procedural facial/body reconstruction, Python tools, Unity/Unreal branches, deep learning for face recognition, and AR/VR/XR applications.

Pluto VR — AR/VR Technical Artist

Sep 2015 - Apr 2021 | Seattle, US (remote)

Full programming and 3D workflow - procedural modelling, Houdini/Maya Python tools, Unity AR/VR/XR C# development.

Instant Light PBR Renderer — OpenGL Programmer - Real-time

May 2015 - Jan 2021 | Remote

Lead 3D artist and render expert; OpenGL C++, PyOpenGL, Unity/Unreal branches; built the Instant Light real-time PBR renderer.

PixoLabs — Senior 3D Artist & Designer

Nov 2015 - Oct 2016 | Remote

Houdini procedural modelling, real-time tools, Unity/Python tooling; senior 3D work on Ubisim.

Elance (Upwork) — Top Rated Level 11 Freelancer

Jan 2011 - Dec 2015 | Remote

Freelance 3D workflow - modelling, sculpting, rigging, animation, PBR materials, FSM coding, and QA.

GDRS Animation Studios — Software Developer

Jan 2008 - Nov 2012 | Greece

Software development - the foundation of GDRS Studios.

Selected case studies

AI-assisted Unreal Editor tooling

GDRS Studios - AutoUpdatedCore UNREAL | Founder & lead engineer

- **Problem:** Vendor artists lose hours doing repetitive Unreal tasks.
- **Solution:** Created AI-assisted Unreal Python generation - plain-English prompts to production Editor scripts, saved to a team library, run locally via Ollama.
- **Result:** Reduced tool creation from hours to minutes.

AAA co-development at scale

Devoted Studios - 80+ engagements | Technical Director - ML/AI Engineer

- **Problem:** Concurrent AAA partnerships needed technical direction, pipeline fixes, and AI systems without slowing delivery.
- **Solution:** Technical direction and hands-on ML/AI engineering across co-dev - tooling, shaders, pipelines, and production support.
- **Result:** Unblocked teams, improved tooling, and consistent quality across 80+ studio and publisher clients.

Medical VR architecture

OxfordVR - GameChange | Lead Unity Engineer

- **Problem:** Legacy Unity architecture blocked scale and onboarding of new engineers.
- **Solution:** Full system redesign, developer tooling, and structured onboarding for junior and senior engineers.
- **Result:** Production-ready GameChange SA - easier to extend, maintain, and ship.

Procedural game pipelines

80.lv - industry publication | Technical artist & engineer

- **Problem:** Studios lacked practical paths to integrate Houdini into Unity production workflows.
- **Solution:** Documented and demonstrated end-to-end Houdini-to-Unity pipeline integration.
- **Result:** Published reference guide adopted by technical art teams worldwide.

Selected projects

OxfordVR GameChange

OxfordVR | 2022

Full system architecture redesign for the GameChange medical VR application; team onboarding, training, and developer tooling.

Instant Light PBR Renderer

Instant Light | 2016

Real-time PBR render engine built with OpenGL C++, PyOpenGL, and cross-engine Unity/Unreal integration.

Pluto VR - AR/VR Platform

Pluto VR | 2015 - 2021

Procedural facial reconstruction, deep-learning face matching, and XR application tooling across Unity and Unreal.

Certifications

- **Practical Bug Bounty** - TCM Security (Mar 2025)
- **Google Foundations in Cybersecurity** - Google (Oct 2023)
- **Unity Certified Associate: Programmer** - Unity (Nov 2021) - Expired Nov 2024
- **Official IQ Society Test Results** - International High IQ Society (Mar 2021) - Cattell 135.2 - Stanford-Binet 123.47 - Wechsler 122
- **Using Databases with Python** - University of Michigan (Apr 2019)
- **Using Python to Access Web Data** - University of Michigan (Mar 2019)
- **Python Data Structures** - University of Michigan (Feb 2019)
- **Deep Learning Fundamentals with Keras** - IBM (May 2019)

Education

Full Stack Development — Computer Engineering

Athens University of Economics and Business | Apr 2022 - Present

Coding Factory full-time program - Java, C# .NET Core, Python, full-stack web development, UX/UI, CMS, SQL/MS SQL/MySQL, and Big Data.

PGP AI/ML — Artificial Intelligence

The University of Texas at Austin | 2021

AIML fundamentals, supervised & unsupervised learning, ensemble techniques, feature engineering, model tuning, neural networks, computer vision, NLP, statistical learning, recommendation systems, and model deployment.

MicroBachelors - Programming & Data Structures — Computer Science

New York University | 2020 - 2021

Introduction & Advanced C++ (100%), Introduction & Advanced Data Structures (99%, 95%).

Professional Certification - Game Development — Unreal Engine

Rochester Institute of Technology | 2020

Unreal Engine Professional Certification via edX - Unreal Foundations program.

iOS App Development Diploma — Computer Programming

Noble Desktop | 2020

3-month iOS app development bootcamp - Level 1 & Level 2.

Swift Stage 1 Qualification — Computer Science

Cambridge Certification Authority | 2020

Swift Level 1 - Swift syntax 5.0.

Advance C++ Level 3 Diploma — CPD Certified

One Education | 2019

Advanced C++ diploma - Level 3 CPD certified.

Advance Diploma - 3D Modelling — Studio Pipelines - ZBrush - Maya - Substance - Mari

CG Spectrum | 2018 - 2019

Advanced ZBrush modelling - hard surface, character/creature, and environment modelling with award-winning mentors.

Publication

Using Houdini in Game Development Workflow — 80.lv (2016)

How to implement Houdini procedural technology in a Unity-centric game pipeline - modelling, tools, and workflow integration.

<https://80.lv/articles/using-houdini-in-game-development-workflow/>

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