

# Elliot George Mann

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Portfolio: [elliottgmann.com](http://elliottgmann.com)

Technical game developer proficient in Unreal Engine, Unity/C#, and VR development. I am passionate about all areas of game development with special interests in the intersections between technical and creative specialisations. I create all visuals, audio, code, and trailers for my games using Photoshop, Blender, Premiere, and Logic Pro. My VR game Sandboard earned a place at the BAFTA-recognised Aesthetica Short Film Festival and as an ImmerseUK Awards finalist in the Best Overall category.

## EDUCATION

### University of York, York, England – BSc Interactive Media

2021 - 2024

- Graduated with First Class Honours with Distinction

### Clackamas Community College, Oregon City, OR, US – High School Diploma, AA

2018 - 2021

- Graduated with both a high school diploma and an Associate of Arts degree with a 3.83 GPA
- Earned a place on the President's Honor List and the Phi Theta Kappa Honors Society every term for exceptional grades
- Took additional university-level coding classes in C++ after graduation

## WORK EXPERIENCE

### Imminent-XR, York, England – Technical Director

2023 - Present

- Prototype [VR productions](#) in Unreal Engine 5 exploring musical theatre, virtual production, and nonlinear film on Quest 2
- Develop workflows for storyboarding, VR development, and 360° rendering in Unreal
- Prepare and lead weekly Unreal Engine tutorial sessions for the team

### Reflex Arc, Leeds, England – Unreal Engine Developer

2023

- Developed Lord Whitney's physically-based XR experience [The Chime Hours](#) in Unreal Engine
- Created VR-friendly visual effects and developed a networked forest scene for the Vive XR Elite
- Managed audio, VR, and networking tech at live performances in Leeds

### Overcliff Media, York, England – 3D Modeler, Motion Capture Technician

2022

- Researched and created 3D models and textures for [216 Below](#), a Unity VR submarine experience
- Managed motion capture and facial tracking tech, rigged character models to be controlled real-time, and developed a scene on an Unreal Engine virtual theatre project
- Helped host a motion capture demo by wearing an Xsens suit and assisting in technical areas

### XR Stories, York, England – Creative Technician

2022

- Developed and presented live demos using motion capture, VR/AR headsets, and 3D scanners
- Earned the University of York On Campus Intern of the Year Runner Up award
- Created visuals, audio, and code for [three XR projects](#) in Unreal Engine and Unity

## ACHIEVEMENTS

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- ImmerseUK Awards 2023 finalist in the Best Overall category
- Aesthetica Short Film Festival 2023 contestant
- Highest stage two average on the Interactive Media programme
- Intern of the Year Runner Up 2023 at the University of York

## SKILLS

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- **Hardware:** VR, motion capture, face tracking, 3D scanning
- **Computing:** Unreal Engine, Unity, Visual Studio, VS Code, C#, C++, Processing (Java), HTML, CSS, JavaScript, Android Studio, Kotlin
- **Management:** GitHub, Perforce, Plastic SCM, Trello
- **Visual:** Blender, Photoshop, GIMP, Premiere, Illustrator, Aseprite
- **Audio:** Logic Pro, Massive, Alchemy

## DEVELOPMENT EXPERIENCE

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### CONDUCTOR – University Project

2023 - 2024

- [Cyberpunk-horror VR combat rhythm game](#) developed in Unreal Engine for standalone Quest 2
- Earned a 1<sup>st</sup> mark (with the standalone game earning a notable 91/100 mark) and the Best Sound Design award at the 2024 Interactive Media Showcase
- Created complex systems for rhythm-synced events, dynamic gameplay-driven soundtracks, centralised enemy AI, and elemental interactions

### Gata Guressi – University/Personal Project

2024

- [Sci-fi translation/exploration RPG](#) developed in Unity with HDRP
- Earned a 1<sup>st</sup> mark and the Best Project award at the 2024 Interactive Media Showcase
- Created a character generator, dialogue system, environment, cutscenes, and shaders as well as histories, cultures, and languages for all 7 planets and 10 languages in a fictional star system

### Sandboard – University/Personal Project

2022 - 2023

- [VR dune surfing and grappling game](#) developed in Unreal Engine
- Showcased at the BAFTA-recognised Aesthetica Short Film Festival, GaMaYo, and the ImmerseUK Awards as a Best Overall finalist
- Earned a 1<sup>st</sup> mark and the Spotlight award at the 2022 Interactive Media Showcase
- Created trailers in Premiere, 3D models in Blender, textures in Photoshop, and sound effects and music in Logic Pro

### PvP Playground – Personal Project

2020 - 2022

- [Multiplayer movement shooter](#) developed in Unreal Engine
- Multiple game modes, 29 weapons with unique abilities, and two detailed maps
- Fully customizable loadouts with interchangeable characters, abilities, cosmetics, and more
- Robust weapon customization system with tweakable stats and over 100 weapon skins created with Unreal Engine's materials