

# Elliot George Mann

Email: [elliottgmann@gmail.com](mailto:elliottgmann@gmail.com)  
Portfolio: [elliottgmann.com](http://elliottgmann.com)

Technical game designer proficient in Unreal Engine, Unity/C#, and VR development. I am passionate about all areas of game development with further interests in movement systems and game feel. I create all visuals, audio, code, and trailers for my games using tools like Photoshop, Blender, Premiere, and Logic Pro. My VR game Sandboard earned a place at the Aesthetica Short Film Festival and as a finalist in the Best Overall category at the ImmerseUK Awards.

## EDUCATION

---

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

2021 - Present

- Projected to graduate in June 2024 with a 1st

### 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 and FrameVR 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

---

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

## SKILLS

---

- **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

---

### Gata Guressi — University/Personal Project

2024

- [Sci-fi translation/exploration RPG](#) developed in Unity HDRP
- Earned a 1<sup>st</sup> mark for its random character creation, dialogue system, and cutscenes
- Created histories, cultures, and languages for all 7 planets and 10 languages in Hierre

### Sandboard — University/Personal Project

2022 – 2023

- [VR dune surfing and grappling game](#) developed in Unreal Engine
- Showcased at Aesthetica, GaMaYo, and the ImmerseUK Awards
- Designed a fast movement system based on intuitive actions and nausea prevention
- Created trailers and devlogs in Premiere, 3D models in Blender, textures in Photoshop, and sound effects and music in Logic Pro

### Dynamometer Dash — University Project

2023

- [VR train experience](#) developed in Unreal Engine 5 for the National Rail Museum (NRM)
- Experience Mallard's record-breaking 1938 run first-hand at 126 miles per hour
- Designed to be accessible for seated, hands-free, and young users based on NRM visitor data
- Recreated Mallard and the Dynamometer Car with Blender and Photoshop

### 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 skins to combine