Elliot George Mann

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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

WORK EXPERIENCE

Reflex Arc, Leeds, England — Unreal Engine Developer
2023, 2024 - Present
- At present, develop XR apps and experiences in Unity and Unreal Engine for Android, iOS, and desktop
- Developed Lord Whitney's physically-based XR experience The Chime Hours in Unreal Engine
- Managed audio, VR, and networking tech at live performances in Leeds

Imminent-XR, York, England — Technical Director
2023 - 2024
- Prototyped VR productions in Unreal Engine 5 exploring musical theatre, virtual production, and nonlinear film on Quest 2
- Developed workflows for storyboarding, VR development, and 360° rendering in Unreal
- Regularly prepared and led Unreal Engine tutorial sessions for the team

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 Experience category
- **Aesthetica Short Film Festival 2023** exhibitor
- **Highest stage two average** on the Interactive Media programme
- **On Campus Intern of the Year Runner Up 2023** at the University of York

SKILLS

- **Hardware**: VR, AR, Xsens 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, Asana
- **Visual**: Blender, Photoshop, GIMP, Premiere, Illustrator, Aseprite
- **Audio**: Logic Pro, Massive, Alchemy

DEVELOPMENT EXPERIENCE

Gata Guressi — University/Personal Project
2024 - Present
- [Sci-fi translation RPG](#) developed in Unity HDRP and showcased at GaMaYo November 2024
- Earned a 1st 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 7 planets and 10 languages in a fictional star system

CONDUCTOR — University Project
2023 - 2024
- [Cyberpunk-horror VR combat rhythm game](#) developed in Unreal Engine for standalone Quest 2
- Earned a 1st 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

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 1st 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