

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 Aseprite, Photoshop, Blender, Premiere, and Logic Pro. My VR game Sandboard earned a place at the BAFTA-recognised Aesthetica Short Film Festival and as an Innovate UK Immersive Tech Awards finalist in the Best Overall category.

EDUCATION

University of York, York, UK – BSc Interactive Media

2021 - 2024

- Graduated with First Class Honours with Distinction

WORK EXPERIENCE

Reflex Arc, Leeds, UK – XR Developer

2023, 2024 - Present

- Develop XR apps and experiences in Unity and Unreal Engine for Android, iOS, and desktop
- Project examples include Microbial Puppet Masters, [presented to Parliament in February 2025](#), and Lord Whitney's physically-based XR experience [The Chime Hours](#)
- Previously managed audio, VR, and networking tech at live performances in Leeds

Imminent-XR, York, UK – 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, UK – 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, UK – 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

- Global Talent Visa earned as a Promising Talent for my work in innovative VR design
- Innovate UK Immersive Tech Awards 2023 finalist in the Best Overall Experience category
- Aesthetica Short Film Festival 2023 exhibitor
- MCM EGX/Comic Con 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, Android, 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

DEVELOPMENT EXPERIENCE

Gata Guressi – University/Personal Project

2024 - Present

- [Sci-fi language translation puzzle/adventure game](#) developed in Unity HDRP
- Showcased at [MCM EGX/Comic Con](#), [GaMaYo #23 and #25](#), and [Yorkshire Games Festival 2025](#)
- Earned a 1st mark and the Best Project award at the 2024 Interactive Media Showcase
- Created systems for dialogue, translation verification, language parsing, and random character creation

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 91/100 mark) and the Best Sound Design award at the 2024 Interactive Media Showcase
- Created systems for rhythm-synced events, dynamic gameplay-driven soundtracks, and centralised enemy AI

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 Innovate UK Immersive Tech Awards 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
- Fully customizable loadouts with interchangeable characters, abilities, cosmetics, and more
- Robust weapon customization system with per-weapon modifiers and mix-and-match skins