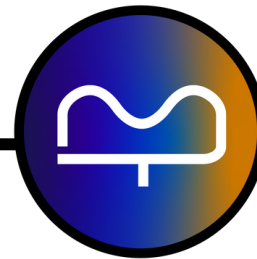


Mansour Tabbaa

🌐 **Portfolio:** mansourtabbaa.com



Contact

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in [Mansour Tabbaa](#)

☎ 912.323.6410

Objective

Passionate and driven by a deep connection to both technology and the arts, spending over six years in honing my skills in Immersive Technologies (VR, AR, MR & XR). Seeking a position that emphasizes collaboration, addresses complex challenges, and cultivates the development of innovative solutions

Experience

Universal Creative – SCADPro | Digital Elements & MR Lead September 2024 - November 2024

SCADPro Collaborate with Universal Creative to develop concepts for Universal Destinations and Experiences.

Pixeara – VR Safety Training | Intern

June 2024 – August 2024

Developed a modular Mini-Map system in Unreal Engine (visual scripting/blueprinting) that dynamically guides users to the next stage based on in-game progression, and integrated it with the dialogue system for a seamless player experience. Additionally, created Editor Utility Widgets to serve as a level validity tool, ensuring essential actors are present and meet specific settings requirements.

Flora – SCAD XR Film | Developer & Technical Artist

January 2024 – March 2024

As a Technical Artist and Developer, integrated creative and technical components to achieve optimal outcomes using Unreal Engine and XR stage LED volume technology. Utilized a diverse skill set to align artistic vision with technical implementation, ensuring project excellence.

MentalVR – VR Training | Intern

August 2023 – September 2023

In Unreal Engine, implemented, optimized, and animated assets to enhance VR experiences aimed at training. Developed skills in MAYA, contributing to the optimization of virtual props. Also, applied proficiency in After Effects for video editing.

Education

BFA in Immersive Reality | Savannah College of Art and Design

Savannah, GA | GPA: 3.9

Expected Graduation: May 2025

Skills

- | | | |
|---------------------|--------------------|-----------------------|
| • Virtual Reality | • Technical Art | • 3D Modeling |
| • Mixed Reality | • Visual Scripting | • XR Stage Production |
| • Augmented Reality | • Game Development | • English & Arabic |

Software & Tech

- | | | |
|-------------------|---------------|-----------------|
| • Unreal Engine 5 | • C++ | • Houdini (OSL) |
| • Unity | • Adobe Suite | • Autodesk MAYA |

Achievements

- | | | |
|---|--|--|
| • Exhibited VR Experience of Petra in Amman Design Week | • Work cited in Harper's Bazaar Arabia | • Jordan Jiu-Jitsu National Team athlete (2016-2021) |
|---|--|--|