ARCHIE McGRATH

Technical Artist



PROFILE

Technical Artist at Feral Interactive, working across VR and mobile on AAA titles. I bridge art, design and engineering, with a background in rigging, shaders and pipeline tools, and experience shipping commercial products. I have worked in studios in Tokyo and London, and outside work I enjoy languages, music and sport.

WORK EXPERIENCE

Technical Artist
Feral Interactive, London | Oct 2025 – Present

- Sole in-house technical artist on AAA titles, working with design and engineering teams across VR and mobile
- Created and implemented assets in-engine (models, animations, rigs, textures, materials) from Maya, 3ds Max and Blender
- Built pipeline tools across DCCs in Python and MEL
- Tested and optimised art and gameplay mechanics in proprietary engines across VR and mobile

Technical Animator
Sporty Group, Remote | Jun 2025 – Oct 2025

- Rigged and weight painted 4 characters in Blender, created ~8 animations per character, and implemented controllers in Unity for mobile
- Wrote documentation for the rigging-to-engine pipeline

Technical Art Work Experience
CG Hub, Tokyo | Apr 2025

- Built a car ADAS interface and shaders in Kanzi Engine

Junior Technical Artist
Meta Meow, Tokyo | Mar 2024 – Mar 2025

- Worked alongside AAA outsourcing projects for Square Enix, ORCA and Game Freak
- Shipped 3 DCC tools for Blender and Unreal from concept to market, with documentation, user support and updates. Cliff Cooker has sold 60+ copies; Dust Box holds 5 stars from 5 reviews
- Shader, material and VFX work in Substance Painter and Designer, Python, Blender procedural nodes and basic Houdini

ADDITIONAL EXPERIENCE

- Subtitle and Translation Editor, Anima Films documentary | 2026:

reviewed a Japanese-to-English translation, corrected and edited subtitles to match audio and fit film narrative

- Art Installation, BackMarket exhibition, Soho | 2025:

digital artwork on the environmental impact of overconsumption and tech made using Photoshop and Unreal Engine

- Indie Game Designer and Developer, Digital Umami | Sept 2023 – Present
- Designer, Digital Narratives of the Amazon, Universidad de Las Américas, Quito | Jun 2023
- Freelance Web, Social Media and Content Creation | Nov 2023 – 2025
- English Teacher, Japan | 2024 – 2026:

Private and in-class teacher taught around 20 students aged 9 to 60 across skill levels.

CONTACT

+44 7975 711204
archieclarkmcg@gmail.com
London, UK

EDUCATION

BSc Game Design
Bournemouth University
2020 – 2023
First Class Honours
TIGA Graduate of the Year

LANGUAGES

English – Native
Spanish – Fluent
Japanese – Business
Mandarin Chinese – Beginner

TOOLS

Maya · 3ds Max · Blender
Substance Painter / Designer
Houdini · Photoshop · Davinci
Unity · Unreal · Proprietary
Python · MEL · C#

PORTFOLIO

archieclarkmcg.github.io

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