



# ARCHIE MCGRATH

GAME DEVELOPER

TECHNICAL ARTIST

## PROFILE

Designing and developing games has been a passion since I was a child, from outdoor, to table top to digital. I have worked in many different environments; from fully remote to in-office in Tokyo and London, from Blender to 3DS Max or from Unity to Unreal. My other hobbies include languages, music and sport.

## WORK EXPERIENCE

- Technical Artist** OCT 2025 ~  
 Feral Interactive (London)
  - Sole in-house technical artist, working with design and engineering teams on **AAA projects**
  - Asset development and implementation in-engine using **Maya, 3DS Max, Blender** (models, animations, rigs, textures and materials)
  - Scripting pipeline tools across DCCs using **Python, MEL**
  - Implementation, testing and optimisation of art and game mechanics in proprietary game engines across various platforms (**VR and Mobile**)
- Technical Animator** JUN 2025 - OCT 2025  
 Sporty Group (Remote - Bournemouth)
  - Rigging, weight painting** and **animation** of characters using **Blender**
  - Implementation** and **playtesting** in **Unity Engine** for **Mobile**
- Technical Art Work Experience** APR 2025  
 CG Hub (Tokyo)
  - Car ADAS creation and shader development in **Kanzi Engine**
- Technical Art Internship** MAR 2024 - MAR 2025  
 Meta Meow (Tokyo)
  - AAA games outsourcing projects for Square Enix, ORCA, Game Freak
  - Shipped** 3 DCC tools taking them from conception to market with **documentation, user support and updates** in Blender and Unreal.
  - Shader, material and VFX creation using **Substance Painter, Designer, Python** scripting, **Blender** procedural node workflows and basic **Houdini**
- Indie Game Designer and Developer** SEPT 2023 ~  
 Digital Umami (Remote - UK)
- Websites, Social Media, Content Creation** NOV 2023~  
 Freelance (Remote - UK)
- Game Designer - Digital Narratives of The Amazon** JUNE 2023  
 Universidad de Las Americas (Quito)
- For more on what I have done and extra details, please visit my website!

## CONTACT

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- <https://archieclarkmcg.github.io/>

## EDUCATION

- 2020 - 2023
- BOURNEMOUTH UNIVERSITY**
- First Class Honours
- Bsc Game Design
- TIGA Graduate of the Year

## LANGUAGES

- English (Native)
- Spanish (Fluent)
- Japanese (Fluent)
- Italian (Beginner)
- Portuguese (Beginner)
- Mandarin (Beginner)

## PORTFOLIO

<https://archieclarkmcg.github.io/>

OR

