CONTACT

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📍 Surrey, UK

🌐 https://notarchie.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

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 art support, guiding design, art and engineering teams on AAA projects across platforms
- Asset optimisation and integration using profiling, GPU techniques and pipeline tool development (Python, Blender, MEL)
- Creation of 3D assets, rigs, shaders, VFX and UI with focus on performance, quality and efficiency

Technical Animator   **JUN 2025 - OCT 2025**
Sporty Group (Remote - Bournemouth)

- Rigging, weight painting and animation of in-game characters
- Implementation and playtesting in Unity Engine

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 and Game Freak
- Development and testing of art pipeline tools in Blender and Unreal
- Python scripting and Blender procedural node workflows
- Shader, material and VFX creation

Indie Game Designer and Developer   **SEPT 2023 ~**
Digital Umami (Remote)

Websites, Social Media, Content Creation   **NOV 2023~**
Freelance (Remote)

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!