

# CHRISTIAN RONCHI

3D ARTIST



## CONTACT

- ✉ christianronchi@hotmail.it
- ☎ +39 347 0380446
- ✉ christianronchi
- 🌐 it.linkedin.com/in/christianronchi
- 🏠 www.chricchio.com
- 🐦 twitter.com/chricchio

## ABOUT ME

Hi, I am Christian Ronchi. I was born in Milan, Italy, 6th May 1978.

In 1996 I graduated from Brera school of Arts after which I enrolled at the Academy of Belle Arti in the Faculty of Painting, in addition I also obtained a professional certificate for Computer Graphics through the Enaip institute in Milan.

I spent the first couple of years of my career as a freelance Artist making commercials for various companies, until 2001 when I joined Ubisoft Studios in Milan where I have worked since December 2014.

Currently I'm working at Forge Reply as Lead Artist on an unannounced project for Pc / Next-Gen Console.

In my career I have been involved in a number of projects, filling a wide array of functions, working with and creating: Models, Animation, Lighting, Rendering, Composition & Visual Effects for both Real-Time and Cinematics.

In June 2014 I collaborated with other game industry experts in the production of Game Development Tool Essentials, a book dedicated to game development.

## EDUCATION

- 1998-1999 ● ENAIP  
Technical Course for Audio & Video Specialist
- 1997-1998 ● Academy of the Fine Arts of Brera  
Painting Course
- 1996-1997 ● Liceo Artistico Statale di Brera  
Integrating Course
- 1992-1996 ● Liceo Artistico Statale di Brera  
High School Diploma of Fine Arts

## SOFTWARE SKILLS

- |                   |                 |               |
|-------------------|-----------------|---------------|
| 3ds Max           | Unreal Engine 4 | After Effects |
| Zbrush            | Unity           | Photoshop     |
| Substance Painter | 3dCoat          | Illustrator   |

## HOBBIES & ACTIVITIES

- 🏃 Fitness
- ✈ Travelling
- 🏍 Motorcycles
- 🐾 Animals
- 🎮 Video-games
- 🔧 Technology

## WORK EXPERIENCE

- from 2015 ● FORGE REPLY  
forgereply.eu  
Lead Artist  
Unannounced Project [PC - Next Gen Consoles]  
Theseus VR [PS4VR - PC Oculus Rift - PC HTC Vive]
- 2001-2014 ● UBISOFT  
www.ubisoft.com  
Senior 3D Specialized Artist - Lighting & Visual Effects  
Just Dance 2014 [Wii - WiiU - Xbox360 - Ps3 - Xbox One - Ps4]  
Just Dance 4 [Wii - WiiU - Xbox360 - Ps3]  
Rabbids: Alive and Kicking [Xbox360 + Kinect]
- Technical Art Director  
MotionSports [Xbox360 + Kinect]  
We Dare [Wii]  
My Secret World [Nintendo DS]
- Senior 3D Artist  
SplinterCell: Double Agent DLC [Xbox360]  
SplinterCell: Double Agent [Xbox - Ps2]
- Vfx Artist  
SplinterCell: Chaos Theory DLC [Xbox]  
SplinterCell: Chaos Theory [Xbox - Ps2]
- Environment Artist  
Rainbow Six 3: Black Arrow [Xbox]  
Splinter Cell: Pandora Tomorrow [Xbox - Ps2]
- CG Artist  
Raven Shield: Athena Sword [PC]
- Animator  
Tomb Raider: The Prophecy [GameBoy Advance]
- 3D Modeler  
Speed Challenge - Car Modeler [PC]  
Rayman M [Ps2 - Game Cube]  
Rayman Arena [Ps2 - Game Cube]
- 2013-2014 ● FREELANCE  
www.interactivegroup.it  
3D Artist  
Realization of some spot advertising with graphical computer technique  
Ambiental visualization for architecture studies

## LANGUAGES

ITALIAN  
ENGLISH

