CHRISTIAN RONCHI
3D ARTIST

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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

WORK EXPERIENCE

from 2015 REPLY GAME STUDIOS
forgereply.eu
Lead Artist
Soulstice [PC - PS5 - Xbox Series X/S]
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 Challange - 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

HOBBIES & ACTIVITIES

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

LANGUAGES

ITALIAN   ●●●●●●●●●●
ENGLISH   ●●●●●●●○○○