

CHRISTIAN RONCHI

Art Production Lead & Lead Artist

I'm Lead Artist and an Art Production Lead with more than 25 years of experience in the video game industry, working across AAA console, PC and VR productions. I started my career as a 3D artist and progressively expanded my role into multiple areas of real-time development, including environment, character, animation, lighting, VFX and technical art.

During my years at Ubisoft I contributed to several major franchises such as Tom Clancy's Splinter Cell, Rainbow Six, Raving Rabbids, Tomb Raider and Just Dance gaining broad experience in large-scale game production.

Since 2015 I've been working at Reply Game Studios as Lead Artist, leading multidisciplinary art teams and helping shape production pipelines while also directing and supervising the creative and technical aspects of real-time development.

Professional Summary

Lead Artist with 25+ years in AAA and cross-platform game development. 10+ years leading multidisciplinary teams up to 30 artists across console, PC and VR productions. Strong expertise in real-time pipelines, visual direction and cross-department coordination. Experienced in delivering high-quality titles from pre-production to gold master.

CORE EXPERTISE

- Art Direction & Visual Identity Development
- Art Team Leadership (up to 30 people)
- Team Structuring, Mentorship & Talent Growth
- Real-Time Production Pipelines
- Production Planning & Cost-Aware Technical Decisions
- Cross-Department Coordination (Art, Design, Tech)
- Outsourcing Supervision & Quality Control
- Photogrammetry & Asset Capture Workflows
- Motion Capture Integration (Hardware-to-Engine)

Work Experience

REPLY GAME STUDIOS - Lead Artist (2015-Present)

- Led and structured a team of up to 30 artists across concept, environment, character animation and VFX
- Defined visual benchmarks, art guidelines and ensured milestone delivery within technical constraints
- Supervised asset quality and milestone deliveries
- Coordinated with production and tech for performance targets
- Contributed to Unreal Engine pipeline decisions
- Contributed to production planning and team scaling aligned with budget constraints
- Supported long-term team vision through targeted hiring and skill-gap analysis
- Collaborated with production and stakeholders to balance creative ambition and investment limits
- Oversaw real-time art pipelines including photogrammetry and mocap integration

UBISOFT - Various Roles (2001-2014)

During my time at Ubisoft I progressed through several artistic and technical roles, starting as an Environment Artist and later working as Animator, Cinematic Artist and VFX Artist. I then moved into more specialized and technical responsibilities as Technical Art Director and later as Senior Specialized Artist in Lighting and VFX, contributing to major AAA productions across franchises such as Tom Clancy's Splinter Cell, Tom Clancy's Rainbow Six and Just Dance.



Contact

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Published Titles

Soulstice
Theseus VR
Just Dance 2014
Just Dance 4
Rabbids: Alive and Kicking
Motion Sports
We Dare
My Secret World
Splinter Cell: Double Agent
Splinter Cell: Chaos Theory
Rainbow Six 3: Black Arrow
Splinter Cell: Pandora Tomorrow
Raven Shield: Athena Sword
Tomb Raider: The Prophecy
Speed Challenge
Rayman M

Platforms

PC
VR Headset
PS5 | PS4 | PS3 | PS2
XBOX X-S | XBOX ONE | XBOX 360 | XBOX
Switch | Wii | DS | Gamecube | Gameboy
Advance

Softwares

Unreal Engine 5
Unity
ZBrush
Substance Suite
Adobe Suite
Blender
3ds Max
Autodesk Houdini
Autodesk Maya
Autodesk Softimage
Autodesk SolidWorks
Autodesk T-Splines
Autodesk V-Ray
Autodesk Maya
Autodesk Softimage
Autodesk SolidWorks
Autodesk T-Splines
Autodesk V-Ray