



Contact

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Portfolio

<https://www.artstation.com/gbancero>

Education

2013 - 2017

BS - IT with Specialization in Game Design and Development

De La Salle - College of Saint Benilde
Cum Laude

Expertise

- 3D Modelling and Texturing
- 3D Production Workflow
- Hardsurface Modelling
- Procedural Texturing
- Art Direction
- Asset Optimization and Integration
- Art Production Management
- Client Management
- Effective Communication

Videogame Titles

- The Crew 2
- Assassin's Creed Valhalla
- Skull and Bones

Genard Briane Ancero

Senior 3D Artist

Senior 3D Artist with combined 7 years of experience in triple A Videogame Industry, 3D Production Management and Metaverse Building. Experienced in modelling and texturing of different subjects - architecture, environment art, props, weapons, vehicles and vegetation. Experienced in setting up technical, artistic and production workflows; successfully led projects of different subjects; and provided artistic support and guidance for the team in a day to day basis. Skilled in next-gen 3D workflow, game engines, 3D asset integration, story-telling through art, art fundamentals, and art production management.

Experience

November 2022 - Present

Accenture - Metaverse Continuum Group

3D Design Associate Manager

- Works with other Managers and Leads on managing the Metaverse Continuum Group - a Capability Group of Accenture focusing on digitally enhanced worlds, mixed realities and digitally interactive products.
- Leads research & development and capability development for upcoming projects, pipeline improvements and relevant tools.
- Defines creative direction for projects and supervises the production to ensure art direction and client's vision is enforced.
- Leads the team on problem solutioning, project troubleshooting and managing production risks.
- Communicates with clients regarding feedback, planning and progress reviews.
- Reviews assets and provides meaningful feedback to team members.
- Creates benchmark assets to be used as reference for the duration of the project.

April 2022 - November 2022

Ubisoft Philippines

Lead 3D Artist

- Responsible for guiding the team in order to maintain the vision and quality set by the Art Director and the project.
- Responsible for setting quality standards and benchmark assets on pre-production and planning stage.
- Communicates and solves production risk, dependency and blockers that the team experiences.
- Identifies and defines best practices, workflows and pipeline in art and technical side of production to improve efficiency and effectivity of the team.
- Reviews assets and works with other Lead Artists and Art Directors to keep the project cohesive on artistic and technical aspects.
- Onboard and train new team members to align them to the team's vision, art quality and velocity.

June 2020 - March 2022

Ubisoft Philippines

Associate Lead 3D Artist

- Supports the Lead Artist and Art Director on validating tasks and asset to be cohesive on art direction and project's specifications.
- Supports newcomers' onboarding and training by providing daily support and intensive peer reviews.
- Works closely with QA and Tech Team to develop and upgrade workflows and tools that will improve the team's productivity.
- Provides hands on support to peers and helps identifies dependencies, risks and blockers.
- Creates benchmark assets and defines metrics/placeholders for upcoming mandates or projects.

Tools

- 3Ds Max
- Maya
- Zbrush
- Substance Painter
- Substance Designer
- Unreal Engine
- Unity
- Marmoset Toolbag

Language

English

Filipino



April 2019 - June 2020

Ubisoft Philippines

Intermediate 3D Artist

- Turns 2D concept into quality 3D videogame assets within or before the given deadline.
- Responsible for shipping complex assets and taking over tasks that are behind on deadlines and quality.
- Supports Lead Artist on creating metrics and benchmark assets for different mandates.



June 2017 - March 2019

Ubisoft Philippines

Junior 3D Artist

- Turns 2D concept into quality 3D videogame assets within the given deadline.
- Receives and address feedback given by Lead Artist and Art Directors.
- Works closely with peers and support the team in planning stages.



January 2017 - June 2017

Freelance 3D Artist

- Works with different clients of different industries on turning their concept design and ideas into high quality 3D models.