



François Corbel

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Video Game Developer



After two years working on An Octonaut Odyssey, I know that I only want to do one thing: games. I'm proficient in C++ and Unity, details oriented and good communication practitioner thanks to my background.

Work experience

Game Developer, Unity
Cshool (クスール), Tokyo

1 month, 2017

Bobsledding is a 2 players bobsled game born from a common work between Cshool and Taki Corporation.

In a team of two developpers, I was involve in all aspects and decisions. The game was presented at dotfest event in Tokyo.

Tools | Unity3D, UniRX, Zenject, DOTween

Roles | Development
| Create a physic bobsled behavior
| Implement UI
| Implement items
| Add characters animations
| Unsure quality of final version

Game Developer, C++
Octo Studio, Saint Gratien

18 months, 2015-2017

An Octonaut Odyssey is a 2D side-scrolling platformer built on a custom C++ engine.

Building a game from scratch was the opportunity for me to develop a full understanding of video game programming, from A to Z. Created by a team of 1 to 5 peoples, it's now released on steam.

Tools | C++, SFML, Vim, Git, Makefile, Trello

Roles | Development
| Gameplay
| Generative environment
| Menu system
| Optimization

| Team Producing
| Game Design
| Level Design
| Publishing and Marketing

Python Developer 3 months, 2015
AXA Assistance, Paris

How could robots help dependent individuals to live at home? I had to answer that question with a team of 5 people for a worldwide insurance group.

| Python development on the robot NAO of SoftBank Robotics
| Technical recommendations

Web Developer 6 months, 2014
Padawan Group, Paris

| Development of a tool to migrate a MySQL database to an elasticsearch solution with PHP
| Development of a bash script to deploy several websites with Git
| Ticket managing in collaboration with an Indian company

Telemarketer 12 months, 2012-2013
Wisecom, Paris

I learned how to improve my communication skills with customers.

| Customer support for an energy company
| Web tools improvement
| Community management for a French bank

Current Skills



Education

Computer science
42 School, Paris

2013-2017

École 42 is a French innovative school of programming. The process of learning is project based and highly professionalizing. More than learning programming, I learned to learn.

Some links to learn more about 42: [Wired](#), [Buisness Insider](#), [Coding Games](#), [Wikipedia](#).

Higher National Diploma of Communication
Jeanne d'Arc, Rennes

2010-2012

English University
Villejean Université, Rennes

2009-2010

Science Baccalauréat specialized in Engineering

2008

More

I read a lot of about neuro-sciences and psychology.

I really like these games: Minecraft, Inside, World of Warcraft, League of Legends, Dofus, Age of Empire, Grand Theft Auto, Hotline Miami, No Man's Sky, Starbound, GoNNER, The Floor Is Jelly, Fez, Downwell, Towerfall, Leekwars.

I traveled through Europe but also in Thailand, India, and Japan.

I'm currently living in Paris, France.