François Corbel

www.francoiscorbel.com
francois.corbel@gmail.com

Video Game Developer

Experienced Unity Developer specializing in creating immersive and interactive experiences across mobile, WebGL, VR, and AR platforms, including notable projects such as Hole City Conquest and Kia's interactive WebGL showcase. Proficient in C#, Unity ECS, procedural generation, and optimization techniques, committed to clean, scalable code and exceptional user experiences. Adept at collaborating within diverse, international teams to deliver polished, high-quality projects.

Work experience

Freelance Unity Developer   January 2013 - Present
Self Employed, Paris/Gurgaon

Delivered high-quality mobile games, VR experiences, interactive apps, and prototypes for international clients.
Implemented advanced Unity techniques (ECS, Shader Graph, Addressables) for scalable, efficient architectures.
Managed end-to-end development from prototypes to polished releases, providing clarity, structure, and forward momentum.

Founder & Indie Game Developer   January 2013 - Present
Oisif Games, Paris/Gurgaon

Designed and developed Hole City Conquest, leveraging procedural generation and mobile optimization to enhance player engagement.
Improved user experience with detailed UI/UX design, rigorous performance tuning, and iterative feedback loops.
Soon to be release

Unity WebGL Developer   September 2024 - November 2024
6Freedom - KIA - Freelance, Remote

Built and optimized Kia's interactive electric mobility showcase with high-performance WebGL and responsive interactions.
Integrated high-quality 3D assets to deliver seamless browser-based user experiences.

Unity Mixed Reality Developer   January 2024 - February 2024
Atelier Daruma - Hermès - Freelance, Paris

Enhanced gameplay mechanics and user interactions for Hermès' mixed reality experience, aligning with luxury brand aesthetics.
Significantly contributed to successful event engagement through refined gameplay experiences.

Unity Marketing Developer   November 2023 - February 2024
Voodoo, Paris

Created effective marketing creatives for hyper-casual games, positively impacting user acquisition and retention.

Unity Game Developer   March 2022 - March 2023
Spoon.ai - Renault - Freelance, Paris

Contributed to the development of virtual avatars, including complex animation systems and API integration for major brands such as Renault.
Enhanced customer engagement through emotionally compelling virtual experiences.

Unity Game Developer   January 2018 - Present
Small Creative, Paris

Collaborated with a talented team on innovative projects, such as immersive VR experiences and interactive narrative games.
Developed gameplay mechanics and designed tools for development efficiency, contributing to the creation of engaging gaming experiences.
Worked closely with clients to understand project requirements and ensure successful project delivery.
Utilized Unity and other development tools to bring projects to life while fostering a collaborative work environment.

Unity Game Developer   June 2018 - December 2018
Sweet Arsenic, Paris

Contributed to the development of Resilience, a reverse RTS game, focusing on feature implementation and bug fixes.
Worked collaboratively in a remote team to meet project milestones and deliverables.

Unity Game Developer   January 2017 - February 2017
Cshool (クスール), Tokyo

Coordinated with a small team to develop Bobsledding, a multiplayer bobsled game showcased at dotfest event in Tokyo.
Implemented game mechanics, UI elements, and character animations to enhance gameplay experience.

C++ Game Developer   January 2015 - June 2017
Octo Studio, Saint Gratien

Led the development of "An Octonaut Odyssey," a 2D platformer, from concept to release, overseeing all aspects of game development.
Implemented intricate gameplay mechanics, including generative environments and menu systems, to create a captivating gaming experience.
Managed publishing and marketing efforts, ensuring successful distribution of the game on platforms like Steam.
Collaborated closely with a small, agile team to deliver polished and engaging gaming experiences while optimizing workflows for efficiency.
Delivered immersive multiplayer VR/AR experiences and interactive narratives.

Python Developer   3 months, 2015
AXA Assistance, Paris

Telemarketer   12 months, 2012-2013
Wisecom, Paris

Technical Skills

Languages: C#, C++, Python, HLSL
Unity Features: ECS (DOTS), Editor Tools, Shader Graph, Addressables, Timeline, Cinemachine, Animator
Platforms: iOS, Android, WebGL, Oculus Quest, ARKit, ARCore
Tools & Technologies: Git, Jira, Blender, Photoshop, Visual Studio, Rider
Additional Skills: Procedural Generation, UI/UX Design, Game Design, Performance Optimization

Professional Attributes

Excellent collaboration and communication skills
Proactive and resourceful problem-solving abilities
Meticulous attention to detail
Passionate about continuous improvement and innovation

Education

Computer science   2013-2017
42 School, Paris

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   2010-2012
Jeanne d'Arc, Rennes

English University   2009-2010
Villejean Université, Rennes

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, What Remains of Edith Finch, Sable, Fez, Downwell, Towerfall, Leekwars.

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

I'm currently living in Gurugram, India.