

CORENTIN MICHON

Game Designer · Narrative Designer · Writer

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Profile

Game and narrative designer and novelist with an engineering background. I think in systems first: I design narrative through states, faction relationships and emergent conditions as much as through linear arcs, and I design gameplay around player feeling and mastery. I research history seriously and extract what is genuinely interesting without turning a game into a lecture. I have built a complete original universe, Käärde, across several novels. I work remotely, independently and across role boundaries.

Game design & narrative projects

Way Back Home

VR narrative escape game · 3 months

Game Design · Narrative Design · Puzzle Design · Level Design · Writing

- Structured the narrative as interlocking systems: knowledge states, discovery conditions, triggered revelations
- Designed puzzles and the gameplay loop; built quests and scenario structure around player understanding
- Wrote all dialogue and environmental storytelling; directed the voice actors
- Level construction and balancing, working with the level designers to align narrative beats with progression

HollyShoot

Arena FPS · 3 months

Game Design · Level Design

- Designed enemies, weapons and abilities, and the gameplay loop
- Level design across three cinematic universes (Western, Medieval, Science Fiction)
- Chose the theme and balanced the game

Mines Rumble

Tactical brawler · Unity · 3 months

Game Design · Systems Design · Faction Design

- Designed characters and abilities, and the gameplay loop; balancing
- Created the lore; tied faction identity to gameplay systems

Life Quest

Card game · solo project

Game Design · Balancing · Graphic Design

- Rules, health and shield economy, balancing and graphic design of the 40 cards

Käärde

Original universe · historical fantasy & science fiction · ongoing

Worldbuilding · Writing

- Built a complete medieval-inspired world from historical sources: feudal systems, religions, trade routes, dynastic politics
- Faction design with systemic logic: alliances, rivalries, betrayal conditions, shifting power
- Characters designed as systemic actors; coherence maintained across several novels

Tabletop role-playing games

Käärde & Tiny Tales · 6 campaigns

Game Design · Writing · Maps

- Rules systems, scenarios, character sheets and maps; level design of session maps in TaleSpire

Professional experience

IT Manager · Haveagooday

Oct. 2025 – present

- Full autonomy, documentation and cross-team coordination for 300+ staff

Hospitality Manager · Haveagooday

2023 – 2025

- Created and coordinated custom events and activities for clients
- Managed a team of 4: onboarding, training, service standards
- Quotes, activity reports, invoicing and budgets

DevOps Engineer (Build & Release) · Ubisoft Paris & Virtuos

2020 – 2021

- Just Dance and Medal of Honor VR: CI/CD pipeline, tooling, collaboration with QA/QC

Java Developer (work-study) · Generali Vie

2016 – 2019

Skills & Tools

Game design — Gameplay loops and systems · Level design · Puzzle design · Balancing · Game feel and player feedback · GDD and design documentation

Narrative design — Worldbuilding and lore · Faction and character design · Quest and scenario structure · Dialogue writing, linear and systemic · Environmental storytelling · Voice direction

Tools — Unreal Engine 4 & 5 · Unity · Blueprint · Twine · Inkle · Yarn Spinner (familiar) · Git · Perforce · Jira · Notion · C# · Java · Python · SQL

Education & Languages

Game & Narrative Design, ICAN / Pixel Academia (2021 – 2023) · Engineering degree, ESIEE Paris (2015 – 2019)

French — native · English — fluent · Portuguese — fluent