



## CONTACT

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## AWARDS

🏆 IGF Audience Award (Wednesdays)

🏆 IGF nominee: Excellence in Narrative & Nuovo Award (Wednesdays)

🏆 Pégases winner for Accessibility & Beyond Video Games (Wednesdays)

🏆 Pégases nominee: Best Indie Game, Excellence in Narrative (Wednesdays)

🏆 Indiecade Grand Jury Prize (Wednesdays)

🏆 G4C Global Voices Challenge Winner (Wednesdays)

🏆 Pégases winner for Best Indie Game and Excellence in Narrative (Road 96)

🏆 Pégases winner for Best Indie Game and Best Character (Haven)

🏆 IGF nominee : Excellence in Narrative (Haven)

🏆 Indiecade Developer Choice Award (Enterre-moi mon amour)

🏆 Google Play Indie Game Contest First Prize (Enterre-moi mon amour)

🏆 BAFTA nominee : Best mobile game & Game Beyond Entertainment (Enterre-moi mon amour)

🏆 GDCA nominee: Best mobile game (Enterre-moi mon amour)

# PIERRE CORBINAIS

## WRITER - NARRATIVE DESIGNER

### ABOUT

I write video games that will make you laugh, cry or both at the same time.

### VIDEO GAMES (SELECTED WORKS)

#### Wednesdays

ARTE - The Pixel Hunt - 2025

- Scenario & Writing
- Game Design & Narrative Design
- Creative Direction

#### Shinobi: Art of Vengeance

SEGA - Lizarcube - 2025

- Scenario & Writing

#### Nova Hearts

Lightbulb Crew - 2025

- Scenario & Writing

#### The Wreck

The Pixel Hunt - 2023

- Script doctoring

#### Road 96

Digixart - 2021

- French Localisation (Road 96)
- Scenario & Writing (Road 96: Prologue)
- Narrative Design (Road 96: Mile 0)

#### Haven

The Game Bakers - 2020











- Scenario & Writing
- Narrative Design

#### Bury Me My Love





The Pixel Hunt - 2017

- Documentation
- Narrative Design
- Scenario & Writing

## EXHIBITIONS

-  Cité de la Musique – Philharmonie de Paris, Paris, 2025
-  Manuel Rivera- Ortiz Foundation, Arles, 2024
-  British Imperial War Museum, Londres, 2022
-  Palais de Tokyo, Paris, 2019
-  MAAT, Lisbonne, 2019
-  Shenzhen Independent Animation Biennale, Shenzhen, 2018
-  RIDM, Montreal, 2017
-  IDFA, Amsterdam, 2017
-  Marfa Film Festival, Marfa, 2016
-  Various French Institutes (Algeria, Armenia, Brazil, Canada, Colombia, Croatia, Germany, Greece, Israel, Italy, Mexico, Morocco, Romania, Senegal, Serbia, Spain, Ouganda, Uruguay)

## PUBLICATIONS

-  Video Game Story, Flammarion, TBA
-  Topo #1 to #47, comics magazine, 2016-2024
-  Road 96: Prologue, choose your own adventure book, 2021
-  L'An 21, poetry, 2021

## HOBBIES

-  French litterature (Oulipo)
-  Photography
-  Birdwatching
-  Sciences

## CURATION (SELECTED WORKS)

### S'il Vous Play

With Chloé Desmoineaux - 2019

Curation of 24 french independant video games for the French Institute.

### Oujevipo Expo

With Xavier Girard - 2013 - 2018

Travelling arcade machines exhibition for kids

### Mauvaise Graine

With Xavier Girard - 2013

Homemade arcade machines exhibitions for the fanzine festival Manbo Jambo Combo.

### Game Reflexions

With Isabelle Arvers - 2013

Video game exhibition questioning our perception of reality, in Cergy.

## RESIDENCIES/JAMS (SELECTED WORKS)

### Deep Time 2 Art

Human Adaptation Institute, Lombrives, 2025

Art/Science residency in an cave for 15 days, with no contact with the outside world.

### The Brain 4

AMAZE, Berlin, 2019

Art residency leading to the creation of the VR experience Peaceful Garden.

### Seoul Gamejam

French Institut & Goethe-Institut, Séoul, 2017

Art residency with local developpers to create games about borders and migrations.

### Splash Jam

Splash Jam, Trömsö, 2017

A week-long game jam on board a ferry above the arctic circle.

### I Love Transmedia

La Gaîté Lyrique, 2015

Art residency to create a transmedia game.