

Christian Corsano

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PROFILE

Online specialist with a broad overview of technology and a deep enthusiasm for maintainable software architecture and DevOps practices.

PROFESSIONAL EXPERIENCE

2025-Present	Online Technical Director - Io Interactive - Copenhagen <i>Technical direction on online, network, and devops topics</i> Project Fantasy
2023-2024	Lead Online Programmer - Io Interactive - Copenhagen <i>C#, C++, Azure, TeamCity, PlayFab</i> Project Fantasy
2021-2023	Principal Online Programmer - Io Interactive - Copenhagen <i>C#, C++, Azure, TeamCity, PlayFab</i> Project Fantasy <ul style="list-style-type: none">▸ Backend development▸ Matchmaking integration (PlayFab)▸ GameServer development and provisioning (PlayFab)
2014-2021	Lead Senior Online Programmer - IO Interactive - Copenhagen <i>C#, Azure, Powershell, C++, TeamCity</i> Backbone technology team <ul style="list-style-type: none">▸ Assembled and mentored a team▸ Established and nurtured a DevOps culture▸ Continued technical leadership of the Online team in a multi-project context▸ FinOps - cloud cost reporting and optimisation
2018-2021	Hitman 3 <ul style="list-style-type: none">▸ Migration to dotnetcore and Service Fabric▸ Continued automation improvement toward better CI / CD practices▸ Planification and support of new platforms (<i>Epic, Stadia, Nintendo Cloud, PS5, Xbox Series</i>)▸ Lead and support profile carry-over feature
2017-2018	Hitman 2 (2018) <ul style="list-style-type: none">▸ Support new player progression & scoring features▸ Ghost Mode, first competitive multiplayer mode in Hitman▸ Ticket-based matchmaking▸ Release management▸ Continuous improvements of the Hitman online platform▸ Migration of the running service to a new deployment (Service Fabric) Hitman 2: Sniper Assassin Pre-order incentive for Hitman 2, and first Multiplayer Hitman experience. <ul style="list-style-type: none">▸ Provide technical insights for multiplayer development▸ Release and live operations

2017-2018	<p>GDPR Establishment of legal requirement, design and led development of GDPR compliance for game data.</p> <ul style="list-style-type: none"> ‣ Personal data portal ‣ Data extraction and deletion pipeline ‣ Consent management <p>IOI Account Initiated and led development of an user account solution in the context of splitting with Square Enix.</p> <ul style="list-style-type: none"> ‣ Identity service ‣ Basic profile website ‣ Mailchimp integration ‣ In-game linking and registration
2014-2018	<p>Hitman (2016) Led development of online & progression features throughout development, episodic releases and post-launch operations. Participated in UI technical solution.</p> <ul style="list-style-type: none"> ‣ Azure PaaS integration ‣ Online player profile, progression, inventory ‣ Online menu system ‣ Automation ‣ Load testing and performance optimization ‣ Live Operations & tooling ‣ Analytics, from collection to reporting
2013-2014	<p>Online programmer - IO Interactive - Copenhagen <i>C++, C#, Azure Cloud Services, SQL, PSN, XboxLive, Steam</i></p> <p>Hitman (2016) Established the basis of the Hitman online platform and online features</p> <ul style="list-style-type: none"> ‣ Contract mode ‣ Online Events system ‣ Challenge system ‣ Player progression ‣ General game flow & integration
2009-2012	<p>Online engineer - Ubisoft - Annecy Studio <i>C++, Python backend, MySQL, Quazal, PSN, XboxLive</i></p> <p>Assassin's Creed III - Multiplayer Improvement of existing features and development of new services</p> <ul style="list-style-type: none"> ‣ Design of a ladder system ‣ Implementation of a generic event service, used for several online features ‣ Refactoring of game loop code ‣ Development of web based post-launch tools for online services <p>Assassin's Creed Revelations - Multiplayer Improvements of the existing online features and code refactoring.</p> <ul style="list-style-type: none"> ‣ Participation in the matchmaking design to increase reliability ‣ Design and refactoring of the game online and network stack ‣ Design and refactoring of the game flow integration ‣ Implementation of matchmaking tracking informations ‣ Beta and post-launch tracking analysis, matchmaking parameters adjustments

	Assassin's Creed Brotherhood - Multiplayer Development of the first Assassin's Creed multiplayer experience. <ul style="list-style-type: none"> ▸ Matchmaking and network (P2P) session setup ▸ Design and implementation of player statistics and leaderboard service ▸ Game flow integration (session setup, map loading, game mode initialization ...) ▸ Post-Launch analysis of matchmaking issues
	Hermes - Online Library Development of an in-house online library throughout the development of the titles. <ul style="list-style-type: none"> ▸ Abstraction of first party online APIs (XBox Live and PSN) ▸ Wrapper on top of some Quazal Rendez-Vous services ▸ Implementation of generic services (client and backend) using Quazal Rendez-Vous
2008-2009	Junior architect - Capgemini <i>Java, J2EE, Oracle, CMMI L3</i> Developer on national energy provider EDF's client site : Bleu Ciel
2008	Software Engineer (intern) - Capgemini <i>Java, J2EE, Oracle</i> Developer on national railway freight operator FRET SNCF backend system.

EDUCATION

2007-2008	European Master in Software Engineering, majoring in software project management <i>Université de Sciences et Technologie de Lille - Villeneuve d'Ascq, France</i>
2006-2007	First year, Master in Computer Sciences, in Carleton University as an exchange student <i>Carleton University, Ottawa, Canada</i>
2003-2006	European Bachelor in Computer Sciences <i>Université de Savoie, Le-Bourget-du-Lac, France</i>

SKILLS

COMPUTER SKILLS

Languages

- C#
- C++
- SQL
- Typescript, Python, Java

Technologies and Frameworks

- Azure PaaS: Storage, SQL, Service Fabric, App Service, Functions, Data Factory, Redis, Cosmos DB, Batch, HDInsight, ApplInsights, ...
- .NET, .net core

Tools

- Visual Studio
- IntelliJ
- TeamCity
- Perforce, Git
- Docker

LANGUAGES SKILLS

French : fluent (first language)

English : fluent

Danish: beginner