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CORELANE is a studio based near Paris, France, specialised in **game development on iPhone, mobile devices and handheld consoles**.

The studio is founded by three veterans of video game development, who come from the well-known french company **Lankhor**. This company created and published many titles during 17 years and was awarded many times for the quality of its games in different fields and on a wide range of computers and consoles platforms, like PC, Playstation, Amiga, Atari ST, Amstrad CPC, and Megadrive :

- Adventure games with **Morteville Manor** and **Maupiti Island**.
- RPG games with **Black Sect**.
- Racing games with **Vroom**, **Official F1 Racing**, **F1 World Grand Prix** and **Warm-Up!**.

CORELANE founders are :

- **Jean-Luc Langlois**, CEO, was founder member and technical director of Lankhor.
- **Emmanuel Chamayou**, CTO, who specialised in mobile phone development in other companies.
- **Mathieu Leyssenne**, 'Ani', Art Director, before working as freelance in different fields, like games, web sites, press, illustration.

Our objective is to create high-quality and original titles, using powerful and dedicated in-house tools. We support a wide range of technology platforms, like Java J2ME MIDP1 and 2, Exen/Ege, Symbian, and OpenGL ES.

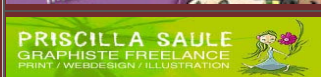
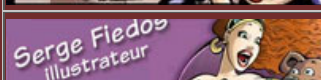
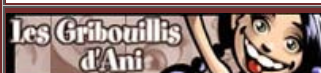
Besides, if you are a publisher, we are open to any kind of deal, like adapting some of our titles to fit into a licence. We also propose our services and technologies to create whole new games, based on licences or not.

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Links :

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