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François Karr,

a French professional games developer and computer chess programmer. He was R&D manager at [Ubisoft](#), specialized in [racing game](#) developments, and co-founded *Babylon Software* ^[1] in 1999. He created a physical module based on a very realistic collision engine such as Ipion ^{[2] [3] [4]}. Along with chess expert [Jean-Philippe Karr](#), François is author of the chess engines [BugChess](#) and [BugChess2](#) ^[5].

Forum Posts

- [BugChess2 1.5.2 is out !](#) by [François Karr](#), [CCC](#), October 15, 2007
- [BugChess2 1.9 available \(SMP\)](#) by [François Karr](#), [CCC](#), April 29, 2011

External Links

- [François Karr | LinkedIn](#)
- [François Karr](#) from [MobyGames](#)
- [François Karr | ZoomInfo.com](#)

References

1. [^] [Babylon Software](#) from [MobyGames](#)
2. [^] [François Karr](#) from [MobyGames](#)
3. [^] [RPM Tuning](#) from [Wikipedia](#)
4. [^] [Ipion's Virtual Physics SDK](#)
5. [^] [BugChess2](#) from [WBEC Ridderkerk](#)

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