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SUMMARY

A GLOBAL GAMING PIONEER

FACTS AND FIGURES

EXECUTIVE COMMITTEE

OUR GLOBAL NETWORK

WHERE TO FIND US

GAMES FOR EVERYONE

EXPANDING THE GAMING EXPERIENCE

CREATING MORE THAN GAMES

MAKING A LONG LASTING POSTIVE IMPACT

OUR TECHNOLOGICAL EXPERTISE

LIFE AT UBISOFT
A GLOBAL GAMING PIONEER

Founded in 1986, Ubisoft is a true pioneer of the video game industry. Over the past three decades, Ubisoft has grown into a leading developer and publisher that is shaping the fastest growing segment of entertainment. From blockbuster brands to new IPs, Ubisoft has a 35-year track record of creating the most varied line-up in the industry. Ubisoft's expansion to a worldwide network of studios and offices spanning 30 countries began in Romania, Canada, and China throughout the 1990s. Back then, establishing an international presence was key to keeping up with the gaming industry's explosive growth.

Today, it is a pivotal time for Ubisoft and the industry: the increasing popularity of games, emerging technologies, and the events of the last few years have led to a shift in the way people play games.

Ubisoft is in a unique position to make the most of these evolutions, with a worldwide network of talented studios that bring their unique perspectives, one the most varied portfolio of games, expanded entertainment experiences, a will to improve video games' positive impact on the society, and an ability to take advantage of new technologies early on.

Learn more at

Ubisoft.com

or find us on social media

Facebook  Linkedin  Twitter  Instagram
FACTS AND FIGURES

ABOUT UBISOFT

Ubisoft is a creator of worlds, committed to enriching players’ lives with original and memorable entertainment experiences. Ubisoft’s global teams create and develop a deep and diverse portfolio of games, featuring brands such as Assassin’s Creed®, Brawlhalla®, For Honor®, Far Cry®, Tom Clancy’s Ghost Recon®, Just Dance®, Rabbids®, Tom Clancy’s Rainbow Six®, The Crew®, and Tom Clancy’s The Division®. Through Ubisoft Connect, players can enjoy an ecosystem of services to enhance their gaming experience, get rewards and connect with friends across platforms. With Ubisoft+, the subscription service, they can access a growing catalog of more than 100 Ubisoft games and DLC. For the 2022–23 fiscal year, Ubisoft generated net bookings of €1.74 billion.

A WORLDWIDE NETWORK OF TEAMS MOVING ENTERTAINMENT FORWARD SINCE 1986

Present on 5 continents
20,000 talents
More than 90 nationalities
65 spoken languages

A CREATIVE LEADING FORCE AMONG THE INDUSTRY

More than 45 development studios
More than 85% of our teams dedicated to creations

ANNUAL REVENUES (IN NET BOOKINGS)

2022/2023: €1.74 billion, down 18% from 2021/2022
2021/2022: €2.13 billion, down 5% from 2020/2021

EXECUTIVE COMMITTEE

YVES GUILLEMOT
CO-FOUNDER & CEO

In 1986 Yves Guillemot and his four brothers founded Ubisoft convinced that video games were the future of entertainment. The Guillemot brothers understood early on that if they were to succeed, they would have to focus on creating original content and developing their own brands, while attracting and growing top in-house talents. For more than 30 years, Yves has led Ubisoft to continually greater heights in an industry in constant transformation. Under his wings, Ubisoft's passionate teams have been able to take advantage of regular tech disruptions to innovate and to engage players in new ways. Driven by the strong belief that video games can enrich people's lives, Yves' goal is to bring games to billions all over the world so that even more players can have fun, shine and express their individuality.

SANDRINE CALOIARO
CHIEF BRAND & PORTFOLIO OFFICER

Sandrine Caloiaro was appointed Chief Portfolio Officer in January 2021. Sandrine is responsible for the newly created Brand Portfolio Management team, contributing to the development of Ubisoft’s strong and diverse portfolio of brands in line with players’ expectations. Sandrine joined Ubisoft back in 2014, where she first started as Consumer & Market Intelligence Director and quickly became VP of the Consumer & Market Knowledge division. Sandrine previously worked in various research and brand consulting firms including IFOP, BVA and SORGEM.

ALAIN CORRE
CHIEF PUBLISHING OFFICER

Alain Corre was appointed Chief Publishing Officer in 2021, after having served as Executive Director for EMEA (Europe, Middle East, Asia-Pacific) territories since 2000. As Chief Publishing Officer, Alain oversees the Global Publishing group which is responsible for growing Ubisoft’s business by bringing together high impact global campaigns and a strong local presence. Working closely with production teams, Alain leads Global Publishing teams as they develop brand strategies that inform, engage and serve Ubisoft’s players around the world, and accelerate profitable revenue growth.
Jean-Michel Detoc is responsible for defining the company’s overall mobile business strategy and bringing some of Ubisoft’s most powerful AAA franchises on mobile, the industry’s fastest-growing segment. During his 30-year career, he has strengthened Ubisoft’s market position in China and Germany and worked across all facets of the video game industry.

Frédérick Duguet integrated Ubisoft in 2009 as Chief Financial Planning Officer focusing on resource allocation as well as stronger brand and live services development to unlock long term value creation levers that support the group’s strategy. In 2019, he became CFO and since then, he notably conducted successful bond issuances at record terms that contributed to strengthen the liquidity and maturity profile of the company. Prior to joining Ubisoft, Frédérick started his career in investment banking at Indosuez and Bankers Trust and gained extensive experience in finance and management at L’Oreal and Procter & Gamble.

Laurent Detoc was appointed Chief Direct-to-Player Officer in 2021 to accelerate Ubisoft’s platform strategy. The Direct-to-Player group oversees both Ubisoft+ and the Ubisoft Store while working closely with the Ubisoft Connect team to ensure these services are all delivering what players expect. Prior to this role, Laurent was named President for the North America, Central America and South America regions in 1998, after joining in 1991.
EXECUTIVE COMMITTEE

ANIKA GRANT
CHIEF PEOPLE OFFICER

Anika Grant joined Ubisoft as Chief People Officer and member of the Executive Committee in April 2021. Anika is focused on implementing innovative and best-in-class strategies to attract, develop and engage the best talents, as well as contributing to improve the organizational performance of Ubisoft. In addition to her work at Ubisoft, Anika sits on the advisory boards of two pre-IPO tech companies, AwanTunai and Ecosystm, providing insights on people and culture. Before joining Ubisoft, she was Global HR Director at Dyson, prior to which she held the position of Senior Director HR at Uber.

CAROLINE JEANTEUR
CHIEF PURPOSE OFFICER

After having served as Chief Strategic Innovation Officer for five years, Caroline Jeanneur was appointed Chief Purpose Officer in February 2021. In this role, Caroline defines the framework and the common principles of the group’s core identity to align and guide teams through their strategic and operational choices so that Ubisoft can fully deploy its creative potential and better respond to the major challenges of our time.

MARIE-SOPHIE DE WAUBERT
SENIOR VICE PRESIDENT, STUDIOS OPERATIONS

In her new role, Marie-Sophie de Waubert is responsible for defining and implementing strategy for Ubisoft’s production studios around the world, empowering teams to create exciting and innovative games, technologies, and services. She was previously Managing Director of Ubisoft Paris, where she oversaw all aspects of the studio’s strategy and operations. Her extensive experience in production has allowed her to gain a deep understanding of game development processes.
CECILE RUSSIEU
CHIEF LEGAL OFFICER
Cécile Russeil has been a key member of Ubisoft’s leadership team for more than 30 years. Cécile created the group’s legal function in 2000, and today leads a global team managing all aspects of legal affairs and operations. She has structured and developed Ubisoft’s legal vision and strategy to support the group’s growth strategy, using risk assessment analysis to optimize decision-making, promote agility and position business partnerships. Over the years, she has developed a strong expertise in anticipating future technological changes as well as legal and regulatory challenges in the markets in which Ubisoft operates.

MARTIN SCHELLING
SENIOR VICE PRESIDENT PRODUCTION
Martin Schelling joined Ubisoft in 2003 and has played a major role in determining the structure and philosophy of Ubisoft’s worldwide studio production strategy. Over the years, he has contributed to the release of Ubisoft’s biggest franchises, and while Senior Producer on Assassin’s Creed, he led the delivery of four games in 10 years. In 2020, Martin moved into a new role as VP Production and has recently been promoted to SVP Production. In this role, Martin will continue to leverage his extensive knowledge and experience to oversee Ubisoft’s global production strategy and framework.

EXECUTIVE COMMITTEE
With more than 85% of our teams dedicated to creation, spread across 45 development studios, Ubisoft’s global presence and unique cross-collaboration model allowed us to create a broad portfolio of brands, with each studio lending their expertise to a variety of games.
WHERE TO FIND US

Ubisoft Abu Dhabi
Ubisoft Annecy
Ubisoft Barcelona
Ubisoft Belgrade
Ubisoft Berlin
Ubisoft Mammoth Games
Ubisoft Bordeaux
Ubisoft Bucharest
Ubisoft Chengdu
Ubisoft DaNhong
Ubisoft Dusseldorf
Green Panda Games
Ubisoft Halifax
Ubisoft Ivory Tower
Ketchapp
Kolibri Games
Ubisoft Kyiv
Ubisoft Learning & Ubisoft Reflections
Ubisoft London
Ubisoft Mainz
Ubisoft DaNhong
Massive Entertainment
Ubisoft Milan
Ubisoft Montpellier
Ubisoft Montreal
Ubisoft Mumbai
Ubisoft Nadeo
Ubisoft Odesa
Ubisoft Osaka
Ubisoft Owlient
Ubisoft Paris
Ubisoft Philippines
Ubisoft Pune
Ubisoft Quebec
Ubisoft RedLynx
Red Storm Entertainment
Ubisoft Saguenay
Ubisoft San Francisco
Ubisoft Shanghai
Ubisoft Sherbrooke
Ubisoft Singapore
Ubisoft Sofia
Ubisoft Stockholm
Ubisoft Toronto
Ubisoft Winnipeg
At Ubisoft, we create worlds for everyone. We are dedicated to enriching the lives of our players by developing high-quality games that resonate with all kinds of personalities, bring people together, and allow everyone to learn and grow while having fun.

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EXPANDING THE GAMING EXPERIENCE

Creating rich and meaningful online experiences is a strategic priority for Ubisoft. From core services to player safety, our full set of modular and managed solutions empowers our game developers and publishing teams to deliver a complete and constantly improving experience to players.

UBISOFT+

Our subscription service

Ubisoft+ offers a premium journey in our worlds with new releases available on day one and 100+ PC games. Ubisoft+ includes beloved franchises, season passes, monthly rewards, and an ever-growing collection of games. Our gaming subscription is available on Xbox, PC, and Amazon Luna for players to play across multiple devices, skip the download, and enjoy more freedom in how they play.

UBISOFT CONNECT

One network for all players

Ubisoft Connect provides a unified cross-platforms experience across all Ubisoft games, and is accessible on PC, console, cloud gaming platforms, mobile and web. Through a wide set of services, such as getting rewards, participating in challenges and live events, it aims at giving the best environment for all players to enjoy their games and connect with each other across platforms. On top of cross-platforms services and interfaces, Ubisoft Connect also acts as a bridge between our players and Ubisoft teams to animate and promote the games in a personalized way.
CREATING MORE THAN GAMES

At Ubisoft, we create more than games. Building on our brands and worlds’ successes, we continually push back our limits to offer broader entertainment experiences to our passionate and committed Ubisoft community.

EXCLUSIVE BRAND PARTNERSHIPS & CONSUMER PRODUCTS

Ubisoft offers additional opportunities for everyone to engage with our worlds, through exclusive partnerships, in-game experiences or consumer goods. We are partnering with iconic brands such as Prada, Reebok, Red Bull and many others, to create branded experiences in our worlds or to develop physical products, allowing individuals to combine their interests with gaming.

STORIES THAT GO BEYOND VIDEO GAMES

At Ubisoft, we like to tell new and exciting stories set in our worlds, in the culture and community of gaming. We explore other media beyond video games, whether they be movies and TV shows at Ubisoft Film & Television, books, podcasts, audio series, webtoons, documentaries and board games, among others.

NEW IMMERSIVE EXPERIENCES

In a continued effort to provide memorable experiences to a growing audience, we are creating exciting opportunities for everyone to interact with Ubisoft’s franchises in the physical world, while sharing our entertainment expertise with new partners globally. At Ubisoft, we have been developing multiple immersive experiences, ranging from theme parks and entertainment centers, escape games, live shows, cultural experiences in museums or augmented tourism, among others.

Read more about our latest transmedia projects.
STRENGTHEN DIVERSITY & INCLUSION
At Ubisoft, we value and celebrate our differences. We leverage our diversity as a strength, enabling us to create original, innovative entertainment experiences that people around the world can enjoy. Our teams strive to offer a workplace where all employees can thrive, foster open-minded communities that bring players together, and create games that reflect the diversity of the world we live in. We work every day to put inclusion at the heart of all that we do, a commitment we’ve made for the long term.

MAKE OUR GAMES ACCESSIBLE TO ALL
Ubisoft’s goal is to make games everyone can enjoy. Led by a transversal team of accessibility experts, our team’s focus is to create an accessible end-to-end user experience for all players across our games, websites, events and marketing initiatives. That requires the support and innovation of hundreds of people across the company. We have made tremendous progress over the last few years, centering disabled players, increasing awareness, and standardizing best practices across the board.

EDUCATE THROUGH VIDEO GAMES
Ubisoft believes that video games are an ideal playground to learn and grow. Games can teach players new skills or help them deepen their understanding of everything from history to sustainability in an engaging and immersive way. In addition to the games we produce, such as our three Assassin’s Creed Discovery Tour experiences and the award-winning Rabbids Coding, we partner with organizations like Digital Schoolhouse and McGill University to promote the educational value of games within our communities.

PRESERVE THE ENVIRONMENT
Ubisoft is committed to doing our part to combat climate change. Our objective is to contribute to global carbon neutrality by reducing our environmental impact and inspiring our communities to act by incorporating environmental themes in our games. In 2019, we joined the UN Environment Programme’s Playing for the Planet Alliance to collaborate with other actors in the video game industry in order to share best practices and deepen players’ understanding of environmental issues through the power of games.

MAKING A LONG-LASTING POSITIVE IMPACT
At Ubisoft, we are working to enrich players’ lives through unique and memorable gaming experiences and by improving the positive impacts of our games, focusing on key areas.
Ubisoft’s first game engine, Anvil, was crafted for the first Assassin’s Creed game and helped define the open-world genre as we know it today. Designed to be modular to fit any project, it has since been used for dozens of other AAA titles, from Tom Clancy’s Rainbow Six Siege to For Honor and Immortals Fenyx Rising and supports a huge variety of game genres and platforms.

Born from Ubisoft’s innovative spirit, Ubisoft La Forge was the first research initiative of its kind, with a unique collaborative model that has become a leading reference in R&D in the video games industry. Acting as a bridge between academic research and video games production, La Forge combines Ubisoft’s assets and data with the expertise of university researchers to drive innovation forward in the video game industry, while contributing to solving real-world problems through scientific publications.

The powerful Snowdrop engine is built from the outset as an instrument whose philosophy is to empower creators to do things better, not bigger. A game-agnostic technology with a powerful render engine, it has proven its versatility in powering different genres, from Tom Clancy’s The Division to Mario+Rabbids: Kingdom Battle and The Settlers. Snowdrop will bring Ubisoft’s upcoming Star Wars and Avatar: Frontiers of Pandora games to life.

Ubisoft Scalar is a new foundational technology leveraging the possibilities of cloud computing to enable unprecedented freedom and scale for the games of tomorrow. By removing the limitations of single-machine computing and leveraging the increased flexibility of microservices, Ubisoft Scalar aims to give more freedom and possibilities to game developers within Ubisoft.

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35 YEARS OF CONTINUED INVESTMENT IN R&D AND PROPRIETARY TECHNOLOGIES

As a video game industry pioneer, Ubisoft is constantly pushing the boundaries of technology to transform ideas into fantastical worlds. With one of the largest R&D forces in the sector and cutting-edge production solutions developed in-house, we don’t just make games, we change the way games are made.
We have developed innovative gameplay AI that breathes life into our non-playable characters, their behaviors, their awareness of players’ actions or their interactions in our systemic environments. We’re developing our expertise to build the best tools to assist our creators, generate evermore believable worlds and improve player experience.

Whether it is to break the barriers of hardware for players to access and play games, to explore opportunities for our creators to develop new cloud-native experiences, or to use its power to radically transform our production pipelines and IT infrastructure, many of our teams are actively working on building this future-proof technology.

Ubisoft’s in-house IT department is the backbone of our company. Bringing together technology expertise and business knowledge, it engineers powerful products and delivers safe and reliable services for our community of players, game developers, publishers and employees.

Developing a suite of state-of-the-art middleware, web-based and many other types of solutions in areas ranging from AI, Gameplay, Animation, Debug, Design, and more, Ubisoft’s Technology Group accelerate the creation process, improve the quality of our games and enhance collaboration between our developers.

I3D.net - a Ubisoft company, is a leading provider of high-performance hosting and global infrastructure services, with thousands of servers in over 40 locations on 6 continents. It hosts a wide variety of AAA games from different publishers on console, PC, and mobile platforms.
LIFE AT UBISOFT

Ubisoft’s 20,000 team members, working across more than 30 countries around the world, are bound by a common mission to enrich players’ lives with original and memorable gaming experiences.

WORKING AT UBISOFT

We are a company of enthusiasts who are eager to share, collaborate and innovate to make a positive impact on the future of gaming. Our team members come from all over the world, have different backgrounds and are passionate about solving exciting challenges every day.

Our Jobs

We're a global team of experts committed to delivering memorable gaming experiences. At Ubisoft everyone is invited to combine their talent and imagination with cutting-edge tech to develop tomorrow’s entertainment. Join us and help create the unknown!

Learn more about Life At Ubisoft on our dedicated social media channels: