UBISOFT

CORPORATE PRESS KIT

2025

SUMMARY

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, For almost **40 years,** Ubisoft has a proven track record of creating the most varied line-up in the industry.

Ubisoft's expansion to a worldwide network of studios and offices spanning **27 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 all 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 of 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 | Facebook | LinkedIn | X | Instagram | Bluesky

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®. With a Ubisoft+ subscription, players can access new releases, premium editions and extra content on Day One on PC, console and cloud. For the 2024-25 fiscal year, Ubisoft generated net bookings of €1.85 billion.
To learn more, please visit: www.ubisoftgroup.com.

A WORLDWIDE NETWORK OF TEAMS MOVING ENTERTAINMENT FORWARD SINCE 1986

- **50+ locations** around the world
- **17,782 employees**
- Based in **27 countries**
- **More than 85%** of our teams dedicated to production
- More than **115 nationalities**
- **65 spoken languages**

MORE INVESTOR INFORMATION

Click here to find more information

EXECUTIVE COMMITTEE

EXECUTIVE COMMITTEE

YVES GUILLEMOT
CEO

In 1986, convinced that video games were the future of entertainment, Yves Guillemot and his four brothers founded Ubisoft. 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 nurturing top in-house talents. For more than 30 years, Yves has led Ubisoft to continually greater heights in a constantly-transforming industry. Under his leadership, 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.

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.

CAROLINE JEANTEUR
CHIEF PURPOSE OFFICER

After having served as Chief Strategic Innovation Officer for five years, Caroline Jeanteur 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.

EXECUTIVE COMMITTEE

CECILE RUSSEIL
EXECUTIVE VICE PRESIDENT

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.

FRÉDÉRICK DUGUET
CHIEF CORPORATE FINANCE OFFICER

Frédérick Duguet joined Ubisoft in 2009 as Chief Corporate Finance Officer, and began focusing resource allocation on stronger brand and live services development to unlock long term value creation levers in support of 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.

JEAN-MICHEL DETOC
CHIEF MOBILE OFFICER

As Chief Mobile Officer, Jean-Michel Detoc is responsible for defining the company's overall mobile business strategy and bringing some of Ubisoft's most powerful AAA franchises to 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.

EXECUTIVE COMMITTEE

MARIE-SOPHIE DE WAUBERT
CHIEF STUDIOS AND PORTFOLIO OFFICER

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.

MARTIN SCHELLING
CHIEF PRODUCTION OFFICER

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 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 Chief Production Officer. In this role, Martin will continue to leverage his extensive knowledge and experience to oversee Ubisoft's global production strategy and framework.

SÉBASTIEN FROIDEFOND
CHIEF PEOPLE OFFICER

Sébastien Froidefond leads Ubisoft's global people strategy, overseeing HR functions including talent development, workplace culture, global recruiting, talent management and leadership development. With a 30-year international career in HR leadership across a wide range of industries, Sébastien has consistently demonstrated significant impact and versatility in fast-paced environments.

GAMES FOR EVERYONE

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.

ASSASSIN'S CREED®

- 230 million units sold
- 155+ million unique players
- Assassin's Creed Valhalla: 20 million unique players
- Assassin's Creed IV Black Flag: 34+ million unique players

FOR HONOR®

- 30 million unique players

WATCH DOGS®

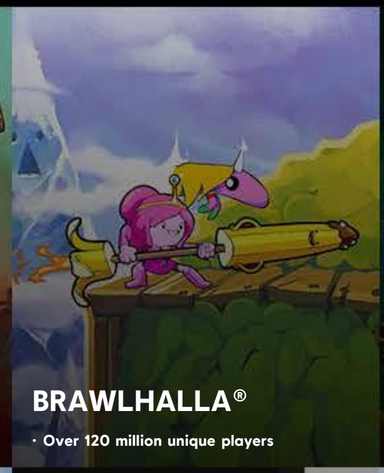
- 50+ million unique players

TOM CLANCY'S GHOST RECON®

- 40 million units sold since the launch in 2001
- Ghost Recon Wildlands sold more than 10 million copies in the last-gen console cycle

FAR CRY®

- 100 million unique players (October 2024)
- 60+ million units sold since Far Cry 2
- 10+ million units sold for Far Cry 5
- 30+ million unique players on Far Cry 5

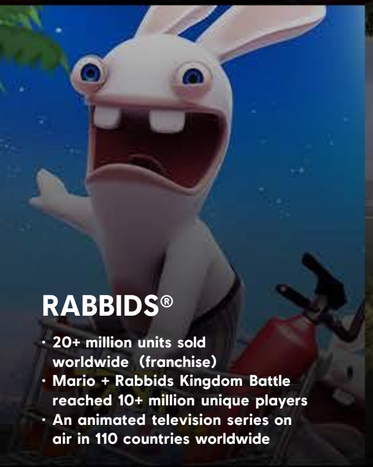


BRAWLHALLA®

- Over 120 million unique players

RAYMAN®

- Ubisoft's first big title
- 40+ different versions of Rayman on 20+ different platforms

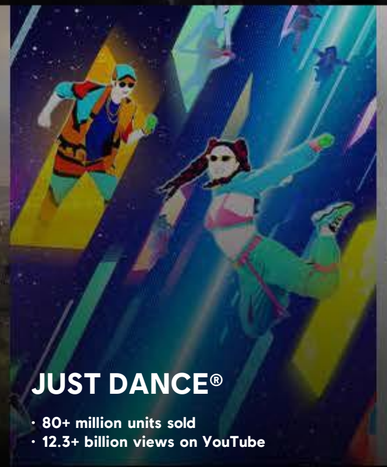


RABBIDS®

- 20+ million units sold worldwide (franchise)
- Mario + Rabbids Kingdom Battle reached 10+ million unique players
- An animated television series on air in 110 countries worldwide

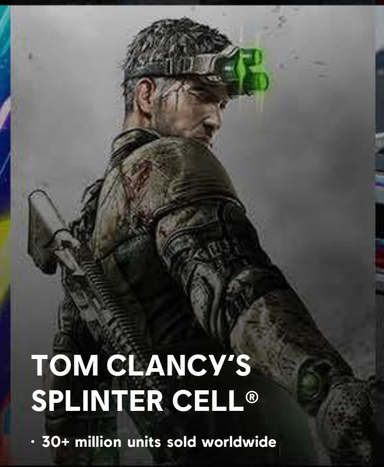
TOM CLANCY'S THE DIVISION®

- 40 million players since the launch in 2016
- Fastest selling new IP in Ubisoft's history
- 10+ million copies sold for last-gen consoles



JUST DANCE®

- 80+ million units sold
- 12.3+ billion views on YouTube



TOM CLANCY'S SPLINTER CELL®

- 30+ million units sold worldwide

THE CREW®

- A community of 40 million unique players since its launch in 2014
- Three years of live operations on the brand's first opus, including two expansions and 20+ updates

TOM CLANCY'S RAINBOW SIX SIEGE®

- A growing community of 85 million players
- More than 40 professional teams competing in our esports leagues in Europe, North America, Latin America and Asia-Pacific

RIDERS REPUBLIC®

- Over 10 million unique players

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

With a Ubisoft+ subscription, players can access new releases and premium editions on Day One on PC, console and cloud, all with one subscription. Ubisoft+ includes beloved franchises, season passes, monthly rewards, and an ever-growing collection of games -because one world is never enough.

Ubisoft+

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, 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.

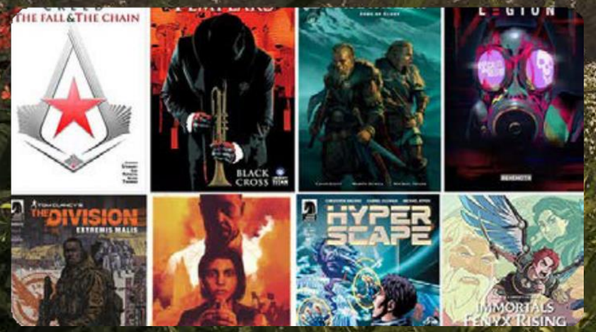
Ubisoft Connect

CREATING MORE THAN GAMES

At Ubisoft we develop multiple immersive experiences ranging from theme park attractions and entertainment centers to escape rooms, live shows, educational cultural experiences, augmented and virtual reality tourism and more.

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.

Read more about our latest transmedia projects

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.

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.

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.

D&I at Ubisoft

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.

Accessibility at Ubisoft

SUSTAINABILITY AND 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.

Ubisoft's Sustainability & Environment

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.

Discovery Tour

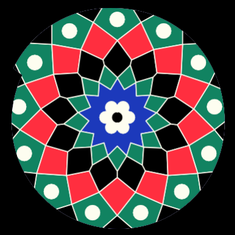
OUR EMPLOYEE RESOURCE GROUPS

A.P.I
A **UBISOFT** ERG
ASIAN & PACIFIC ISLANDERS

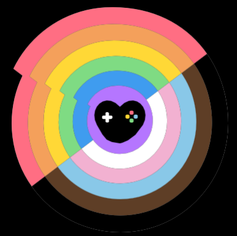
B.E.A.U
A **UBISOFT** ERG
BLACK EMPLOYEES AT UBISOFT

GENTE
A **UBISOFT** ERG
LATIN AMERICAN/HISPANIC

NEURODIVERSITY
A **UBISOFT** ERG
NEURODIVERSITY



SALAAM
A **UBISOFT** ERG
MIDDLE EAST & NORTH AFRICA



UBIPROUD
A **UBISOFT** ERG
LGBTQIA2S+

WOMEN & NON-BINARY
A **UBISOFT** ERG
WOMEN FOR EQUITY

CONTINUED INVESTMENT IN R&D AND PROPRIETARY TECHNOLOGY

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.

UBISOFT LA FORGE

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.

Ubisoft La Forge

UBISOFT ANVIL

Anvil game engine defined the open-world genre as we know it today. Originally created for Assassin's Creed, it was designed to scale across various game genres and platforms. Today, it also powers major brands like For Honor, Rainbow Six Siege, Ghost Recon, and dozens of other AAA titles. Renowned for enabling the creation of vast, detailed living worlds, Anvil has evolved with each game, gaining powerful new capabilities like advanced rendering, systemic AI, and a robust ecosystem of real-time collaboration tools. Its versatility empowers creators to bring diverse game concepts to life, fostering boundless creativity and innovation.

Ubisoft Anvil

POWERED BY UBISOFT snowdrop

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 has also brought Ubisoft's new games Star Wars and Avatar: Frontiers of Pandora to life.

Ubisoft Snowdrop

UBISOFT SCALAR™

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.

Ubisoft Scalar

TECHNOLOGICAL INDEPENDENCE AS A CREATIVE DIFFERENTIATOR

From exploring new grounds to building the most immersive experiences and delivering best-in-class connectivity, our strength lies in our experts on cutting-edge technologies across the entire value chain.

ARTIFICIAL INTELLIGENCE

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.

CLOUD TECHNOLOGIES

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 technolog

IT

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.

TOOLS

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.

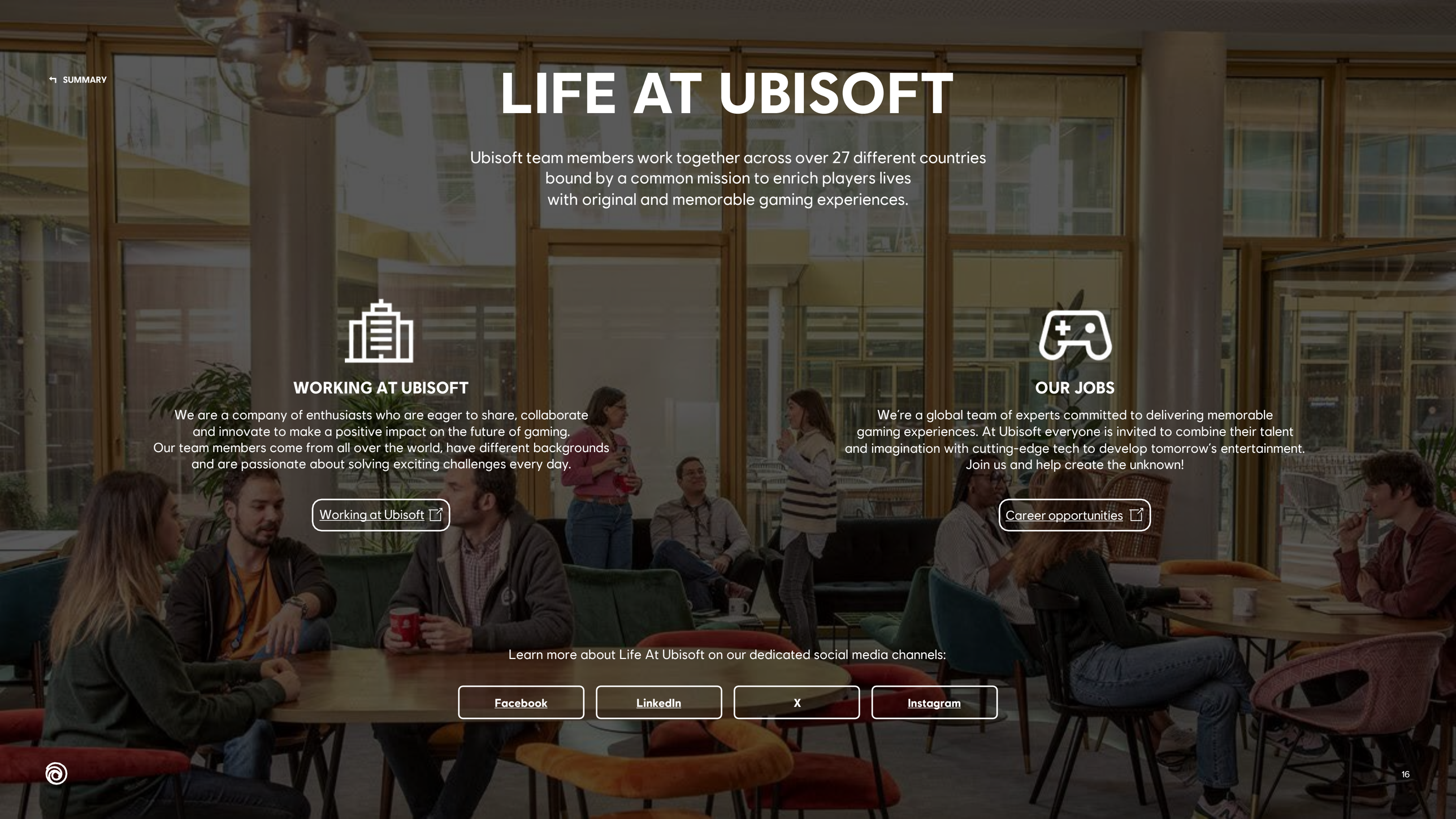
HOSTING

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.

Read more about Ubisoft's technology

LIFE AT UBISOFT

Ubisoft team members work together across over 27 different countries
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.

Working at Ubisoft

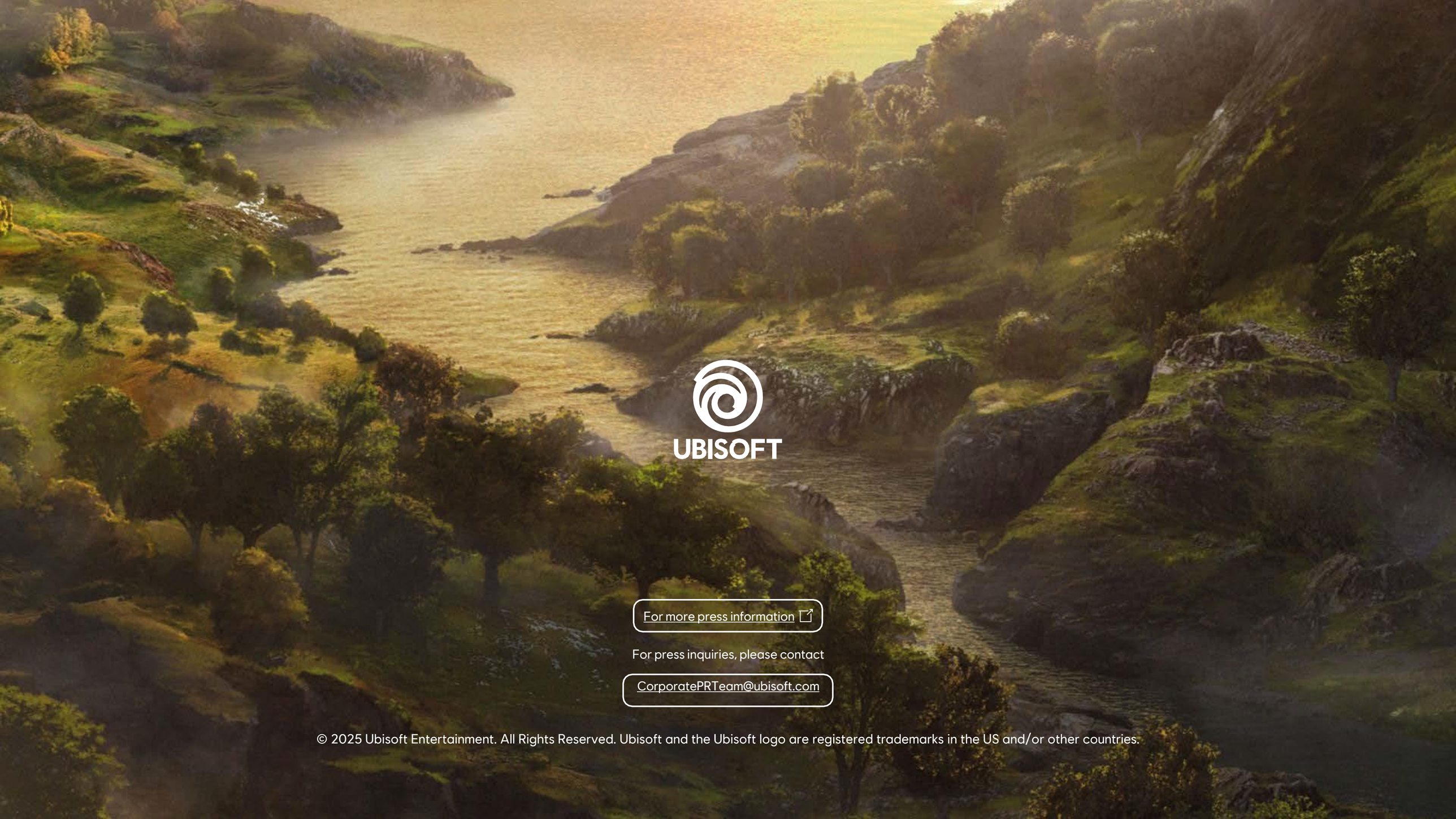
OUR JOBS

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!

Career opportunities

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

Facebook | LinkedIn | X | Instagram



For more press information

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