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.

YVES GUILLEMET
[Co-founder & CEO]

Alain Corre has served as Executive Director for EMEA (Europe, Middle East, Asia-Pacific) territories since 2000. Alain received his business degree from the Paris “Ecole Supérieure de Gestion” business school and joined Ubisoft as a marketing trainee in 1987. He quickly became Marketing Assistant, Marketing Director for France, Sales Director for Europe and then Managing Director for France. As Executive Director for the EMEA zone, Alain drives business, publishing operations and business development in mature markets while also promoting Ubisoft’s growing presence in developing markets. In an increasingly expansive and competitive market, Alain and his teams succeeded in making Ubisoft one of the leading independent publisher in Europe EMEA territories. Alain is a Board member of the Interactive Software Federation of Europe association.

ALAIN CORRE
[Executive Director, EMEA Territories]

Since joining Ubisoft in 1991, Laurent Detoc has never stopped pushing the boundaries to take Ubisoft games and services to more players around the world. With his strong leadership and pioneering spirit he successfully established Ubisoft’s presence in Belgium and the Netherlands in 1993, and built a solid foundation that enabled the company to expand its footprint in Europe. His passion for the video game industry lies in the fast pace at which it evolves, one that perfectly reflects and matches his energetic mindset. This active mentality combined with his strong experience in Europe led him to San Francisco to solidify Ubisoft’s business operations in North America. Bringing Ubisoft’s global presence to new heights, Laurent was named President for the North, Central and South America territories in 1998. Under his leadership, Ubisoft became one of the most respected software publishers in the region, consistently ranked in the top five entertainment software publishers in the U.S. With his tenured experience, he’s considered a true asset in today’s gaming industry, and serves on the Board of Directors for the Entertainment Software Association.

LAURENT DETOC
[President of Ubisoft, Americas]
CHRISTINE BURGESS-QUÉMARD
[Executive Director, Worldwide Studios]

Christine Burgess-Quémard has served as Executive Director in charge of Worldwide Studios since 2000. Soon after joining Ubisoft in 1987, Christine was entrusted with the task of opening Ubisoft’s first business unit in the United States. She spent four years developing it before moving on to head the business unit in the United Kingdom. In 1997, she returned to Paris to become International Sales Director. As Executive Director of Ubisoft’s Worldwide Studios, Christine defines and implements the principles and strategies that guide all of Ubisoft’s production studios around the globe. In 2006, Christine was ranked among the top 100 most influential women in the industry by the NextGen.Biz. Christine holds a post-graduate degree in applied foreign languages.

SERGE HASCOËT
[Chief Creative Officer]

Video games aren’t an escape from reality, but a way to better understand it: Serge Hascoët’s take on gaming goes way beyond mere entertainment. For nearly twenty years now, he has been Ubisoft’s creative leader and his unique vision has infused every game released by the company. Joining the company in 1987, Serge has been striving to use tech innovation as a stepping stone to providing compelling experiences for players, giving them always more freedom to dive into new worlds. As Ubisoft’s worldwide Game Design Director, he nurtured this passion for immersive environments and gameplay that would encourage players to write their own stories. Named Chief Creative Officer in 1999, Serge takes the helm of Ubisoft’s entire editorial strategy with the ambition to set the highest quality standards for the group’s productions. Giving all the creative minds at Ubisoft the impulse to push the boundaries of the gaming experience, Serge Hascoët is ready to fulfill his life-long dream: allowing players to live a thousand different lives and learn from a thousand different perspectives.

FRÉDÉRICK DUGUET
[Chief Financial Officer]

When Frédérick Duguet integrated Ubisoft back in 2009 as Chief Financial Planning Officer, it was not only an opportunity to join a group of creative minds, but also express his belief in the growth potential and forward thinking nature of the video games industry, and its position at the crossroads of creativity, innovation and technology.

Over the years, Frédérick’s expertise and management skills have been instrumental in helping the company shift its business model and drive its digital transformation.

Today, serving as Chief Financial Officer, his deep knowledge of Ubisoft and its creative vision, as well as the gaming industry, are key assets in enabling the group to unlock all the necessary value creation levers that support its strategy for its current and future development.