



MANAGEMENT



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.



ALAIN CORRE

[Executive Director, EMEA Territories]

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.



LAURENT DETOC

[President of Ubisoft, Americas]

Laurent Detoc is President for the North, South and Central America territories. He spearheads business and publishing operations from Ubisoft's office in San Francisco. Under Laurent's leadership, Ubisoft has become one of the most respected software publishers in the region and consistently ranked in the top five entertainment software publishers in the U.S. since 2005. Laurent's experience in Europe and North America drives his global business vision – a true asset in today's gaming industry. After graduating from the "Institut Supérieur de Gestion" business school in Paris, Laurent joined Ubisoft's headquarters in Paris, France in 1991. In 1993, he left to establish a subsidiary for Belgium and the Netherlands and eventually moved to San Francisco to solidify Ubisoft's business operations in North America. Laurent serves on the Board of Directors for the Entertainment Software Association.



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]

Serge Hascoët was named Chief Creative Officer in 2000, 14 years after obtaining his degree in material sciences and joining Ubisoft as a game designer. Over the years, he has occupied a number of executive positions, notably lead game designer and studio manager for Europe and the Asia-Pacific region. Today, Serge is responsible for Ubisoft's entire editorial strategy. He embodies and guarantees the quality of the Group's catalogue, while giving all creative teams the impulse to push back the limits of creativity and innovation.



FREDERICK DUGUET

[Chief Financial Officer]

When Frederick 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, Frederick'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.

