



UBISOFT

CREATIVITY AT THE CORE
UBISOFT STUDIOS

With the **largest in-house game development staff in the world**, Ubisoft gathers more than **18,000 team members in more than 40 studios** around the world. Ubisoft attracts the best and brightest from all continents with talent, creativity & innovation at its core.

UBISOFT ABU DHABI

Opened in 2011, Ubisoft Abu Dhabi is one of the first major video game studios based in the United Arab Emirates capital. The studio is focused on bringing to market successful mobile games for a worldwide audience. Ubisoft Abu Dhabi has more than 60 talents and plans to grow to 100 within the next three to five years. Since 2014, the studio has released successful titles such as CSI: Hidden Crimes™, which was played by over 30 million players.

With the acquisition of the social massive multiplayer Free-to-Play game Growtopia® in February 2017, Ubisoft Abu Dhabi oversees the title's live operations and manages its highly engaged community of 35+ million registered users. The team is focusing its efforts on creating additional content for its live games, strengthening player engagement as well as working on other unannounced projects.



UBISOFT ANNECY

Ubisoft Ancecy was established in 1996, and it now welcomes a dynamic, international team, with 20% of its workforce coming from abroad.

The studio developed its online and multiplayer expertise among different games, especially on the Tom Clancy's Splinter Cell® franchise. The studio was then trusted to develop The Assassin's Creed® brand multiplayer before setting the bar even higher with Assassin's Creed® IV Black Flag®. Ubisoft Ancecy collaborated on Assassin's Creed® Unity and Assassin's Creed® Syndicate while contributing to the shipping of The Crew®.

More recently, the team collaborated with Massive Entertainment on Tom Clancy's The Division® and continues its involvement in the game, which has reached more than 35 million players worldwide. Simultaneously, the teams also worked on Tom Clancy's Ghost Recon® Wildlands in association with Ubisoft Paris.

As an invaluable partner studio, Ubisoft Ancecy led its own project with Steep®, in collaboration with Ubisoft Kiev, Ubisoft Belgrade, Ubisoft Montpellier, and Ubisoft Pune. The team worked in partnership with the International Olympic Committee on the extension Road to the Olympics, released in December 2017, and with the X GAMES organization for the latest DLC released in October 2018.

2019 was a big year for the studio. Steep® reached a community of almost 15 million players and Ubisoft Ancecy continued its collaboration with Massive Entertainment to release Tom Clancy's The Division® 2.

UBISOFT BARCELONA

Established in 1998, Ubisoft Barcelona has worked on a broad spectrum of games, ranging from racing to platform games. Building on its diversity of expertise and innovative DNA, the studio has also generated a collaboration culture as they work with other Ubisoft studios across the world. During the recent years, the studio worked on beloved Ubisoft franchises such as Tom Clancy's Ghost Recon®, Assassin's Creed®, Tom Clancy's Rainbow Six® Siege and Star Trek™: Bridge Crew on VR. The studio recently released the Remaster of Assassin's Creed® 3 and is currently working on several projects such as Assassin's Creed® Valhalla, Tom Clancy's Rainbow Six® Siege Live Game, Beyond Good and Evil™ 2, Tom Clancy's The Division® 2 and another unannounced AAA title.

UBISOFT BARCELONA (MOBILE)

Formerly known as Digital Chocolate Microjocs Studio, the 70+ strong Barcelona-based mobile team opened in 2002 and was acquired by Ubisoft in September 2013 along with the studio's technologies and brands. The studio is specialized in Free-To-Play mobile games and released many successful titles such as Galaxy Life® played by more than 50 million gamers. In 2018, the studio launched Might & Magic®: Elemental Guardians, a fast-paced strategy RPG based on the medieval fantasy realm of Might & Magic as well as Hungry Dragon™, an action-arcade game coming from the Hungry franchise. Ubisoft Barcelona focuses its efforts on operating and creating further content for its live games in addition to other unannounced projects.

UBISOFT BELGRADE

The Ubisoft Belgrade studio is at the forefront of AAA game development in Serbia. Their common vision revolves around continually sharing knowledge and inspiring talented and motivated young people to join the Ubisoft family. In the past year, their team has grown significantly. These new additions have diversified their expertise, as well as their job families. The main departments in the Belgrade studio now include Programming, Design, Art, and Development testing. They have contributed to major AAA games like Tom Clancy's Ghost Recon® Wildlands, Steep® and The Crew® 2, as well as Tom Clancy's Ghost Recon® Breakpoint.



UBISOFT BERLIN

Ubisoft Berlin opened in early 2018 with a focus on co-development of big Ubisoft brands, including Far Cry® 6, the next game in the award-winning action series. The cosmopolitan team at Ubisoft Berlin is dedicated to delivering inspiring and meaningful game experiences that will empower players and make them feel part of the Far Cry community to make it “the place to be” for fans of open-world shooters. Ubisoft Berlin is part of the Ubisoft Blue Byte studio network.

BLUE MAMMOTH GAMES

Founded in 2009 and acquired by Ubisoft in 2018, Blue Mammoth Games is a development studio based in Atlanta, Georgia. The experienced team specializes in online multiplayer games with large player bases.

Blue Mammoth develops Brawlhalla®, a Free-To-Play fighting game with cross-play on all platforms. Brawlhalla has over 40 million players and is currently the most played fighting game on Steam. The Brawlhalla® World Championship will take place at DreamHack Atlanta later this year.



UBISOFT BORDEAUX

Founded in 2017 in one of the most attractive cities in France, Ubisoft Bordeaux is working on some of the best AAA games of the Ubisoft portfolio to offer great gameplay experiences. The studio has already recruited more than 250 professionals from 16 nationalities. The Ubisoft Bordeaux studio is now working hand in hand with other Ubisoft studios on the recently announced Assassin's Creed® Valhalla, Beyond Good and Evil™ 2, Rainbow Six® Quarantine, and on an unannounced mobile project. Recently, the studio also created a local group of technology experts to join Harbour and Harbour Stream, two teams working on Ubisoft online services to provide high quality connected experiences to millions of players around the world.

UBISOFT BUCHAREST

The Romanian adventure began 28 years ago, when the group established its first studio outside of France, in Bucharest. It has become the 2nd biggest Ubisoft studio, with a team of 1800+ talents. With a track record in co-productions with other Ubisoft studios on major AAA titles, the team in Bucharest has collaborated on brands like Tom Clancy's Ghost Recon®, Just Dance®, Assassin's Creed® and Watch Dogs®. Ubisoft Bucharest's latest released projects are Tom Clancy's Ghost Recon® Breakpoint and Assassin's Creed® Odyssey. Today, the studio continues to tackle the biggest challenges in gaming and technology. Thanks to the cutting-edge expertise acquired in AAA game development, Ubisoft Bucharest is leading its first project and at the same time collaborates with other Ubisoft studios on Watch Dogs® Legion, Tom Clancy's Rainbow Six® Quarantine and Gods & Monsters™ (Provisional title).

The background of the entire page is a high-quality photograph of a mountain range. In the foreground, a steep, rocky mountain slope descends from the right towards the bottom left. The middle ground shows a valley with dense, green forest. In the background, more jagged mountain peaks are visible under a bright sky. A strong sunburst or lens flare effect emanates from the upper left, partially obscuring the mountains and creating a warm, golden glow across the scene. The overall tone is majestic and natural.

UBISOFT CHENGDU

Established in 2008, Ubisoft Chengdu is one of the key game studios in western China, with a full-fledged production center of over 400 talents contributing to Ubisoft's line-up. The studio has a strong track record of co-development on Ubisoft's biggest brands such as Assassin's Creed®, Skull and Bones™ and For Honor®, as well as developing casual games such as Rabbids party game and bringing hit titles to Switch.

Meanwhile, Chengdu Studio's Technology teams are pioneers in cutting-edge technology, driving Ubisoft's "Games As A Service (GAAS)" ethos, and developing products that empower production teams in data-driven decisions and processes.



UBISOFT DA NANG

Opened in 2020, Ubisoft Da Nang is the company's first studio in Vietnam. Located in a regional hotbed of tech and culture, the studio is dedicated to developing "instant games" for social media platforms, inspired by Ubisoft worlds. This new playstyle has seen extensive growth, with millions of daily users worldwide.

Ubisoft Da Nang is continuing to expand its multicultural team, which will work on three upcoming projects, including an unannounced mobile project. The studio is also collaborating with Ubisoft teams around the world to bring the company's hit mobile games to new platforms and markets.



UBISOFT DÜSSELDORF

Ubisoft Düsseldorf is home to several teams dedicated to deliver AAA excellence and innovation across a wide portfolio of games and technologies. The studio is leading the development of beloved Ubisoft games like The Settlers® and the innovative VR escape room experience Prince of Persia: The Dagger of Time. As renowned co-developers within the Ubisoft group, Ubisoft Düsseldorf contributes to high profile projects such as Tom Clancy's Rainbow Six® Siege and Uplay. Ubisoft Düsseldorf is part of the Ubisoft Blue Byte studio network.



FUTURE GAMES OF LONDON

Opened in 2009 and acquired by Ubisoft in October 2013, Future Games of London (FGOL) is a leading European smartphone and tablet game development studio. Since opening the studio has achieved over 800 million direct-to-consumer downloads on mobile app stores across platforms, as well as Switch, PlayStation and Xbox consoles. FGOL develops and publishes original games for a worldwide audience, most notably the Hungry Shark® series which is celebrating its 10th anniversary in 2020. The games in this series have topped the charts in over 100 countries. The latest title in the series, Hungry Shark® World, achieved 10M downloads in the week following worldwide release and has amassed 150M more downloads since then. In the summer of 2018, the studio brought Hungry Shark® to the current generation of consoles, allowing players to go underwater from their living room. In 2019 the ever expanding Hungry Shark® brand took the dive into children's literature with a range of books, and there's plenty more exciting licensing and brand projects to look out for on the horizon.

Future Games of London keeps operating and creating further content for its live games while working on other unannounced forward-thinking projects.



GREEN PANDA GAMES

Founded in 2013 and based in Paris, Green Panda Games develops and publishes games in the idle genre. Boasting a highly-talented 120-person team, Green Panda Games has launched more than 55 games since its creation, downloaded by some 185 million players worldwide. Many of its games have been instant hits, such as Bee Factory, Sushi Bar, Terrarium and more recently Mining Inc. Green Panda Games has a sharp editorial vision in the idle games segment, data-based iterative creative processes, and undisputed expertise in user acquisition.

UBISOFT HALIFAX

Ubisoft Halifax is located in the heart of downtown, overlooking the scenic Halifax Waterfront. The studio began its journey with Ubisoft in 2015 and has since grown to over 70 employees with a focus on diversity and expertise, and taste for experimentation.

The studio is Ubisoft's first Canadian studio to specialize in mobile free-to-play games, mixing Ubisoft's expertise on major franchises with an approach to wider and casual audiences. Ubisoft Halifax is currently working on Assassin's Creed® Rebellion, a unique spin on the popular franchise and the first appearance of everyone's favourite characters on mobile. Halifax is also a solid co-dev studio inside of the Ubisoft ecosystem, participating on many of the most exciting future mobile projects in the company; as well as working on exciting unannounced projects of its own.

The studio also takes part in many local initiatives to grow the community of game developers in Atlantic Canada, as well as make the industry more inclusive and diverse.

UBISOFT IVORY TOWER

Created in 2007, Ubisoft's Lyon-based studio is celebrating its 13th anniversary this year. Founded by seasoned veterans from the gaming industry, Ubisoft Ivory Tower has been committed to designing ambitious new gaming experiences that have quickly earned international renown.

In 2014, the studio revolutionized the driving genre with *The Crew*®, the first online community-based action-driving game set in a huge and realistic recreation of the United States. In 2018, Ubisoft Ivory Tower released *The Crew*® 2, taking the challenge to land, sea, and sky, in a vibrant open world celebration of the American Motorsports spirit.

No strangers to shaking things up with their innovative and unconventional vision – taking the driving genre into brand new territory – Ubisoft Ivory Tower are also experts in enriching the game experience over time with regular updates and expansions. This commitment to long-term support has allowed the studio to build a vibrant community of millions of players worldwide.

KETCHAPP

Created in 2014, Ketchapp is a leading publisher of Free-To-Play games for mobile and tablets. Acquired in 2016 by Ubisoft, Ketchapp focuses on creating fun and accessible gameplay experiences, and the engagement of a collective community of millions of players. Since Ketchapp's creation, the company displays a wide and ever-growing portfolio in the hyper-casual segment with over 1.76 billion downloads to date. The team at Ketchapp supports its live games and engages a strong community of players while working to bring on a regular basis new titles to the market.



KOLIBRI GAMES

Founded in 2016 and acquired by Ubisoft in 2020, Kolibri Games is a leading developer of “idle” games, with extensive experience in LiveOps and the mobile free-to-play space. The studio’s flagship game “Idle Miner Tycoon” has been downloaded by more than 120 million players worldwide. Based in Berlin, the 100-person team continues to explore and innovate the idle games genre. Since launch in 2016, they have released more than 170 content updates for Idle Miner Tycoon, mostly based on feedback from the player community, and have become global pioneers of the games as a service approach to game development.



UBISOFT KYIV

Ubisoft Kyiv studio has been in the Game Development playground for over a decade and is one of the biggest Ubisoft studios with a strong expertise in bringing Ubisoft's franchises to PCs, and growing experience on all platforms including mobile. The studio collaborated over the years on numerous franchises such as Tom Clancy's Ghost Recon®, Assassin's Creed®, Far Cry®, Watch Dogs®, Trials® and others. The Quality Control department launched in 2016 has proven to be a reliable partner for Ubisoft studios worldwide, taking over testing of world-known blockbusters. Currently Ubisoft Kyiv collaborates on Assassin's Creed® Valhalla, Watch Dogs® Legion, Rainbow Six® Siege, Gods and Monsters™ (provisional title) and Far Cry® 6.

UBISOFT LEAMINGTON

Located in the historic Warwickshire town of Royal Leamington Spa in the United Kingdom, Ubisoft Leamington joined the Ubisoft family in January 2017. Now with a team of more than 70 people, the studio plays host to a close-knit family culture of exceptional talent and world-class co-development expertise.

Ubisoft Leamington has worked in close collaboration with an assortment of Ubisoft Studios on a range of AAA games, including most recently *The Division® 2*, *Starlink Battle for Atlas®* and other unannounced AAA projects.

The background is a detailed oil painting. It depicts the upper portion of a sailing ship, specifically the mast and the complex network of ropes and pulleys (rigging). The mast is a warm, golden-brown color. A flag with a red and white cross is flying from the mast. The sky is a mix of soft, pastel colors—pinks, blues, and yellows—with visible brushstrokes that give it a textured, painterly appearance. Several seagulls are scattered across the sky, some in flight. The overall mood is serene yet dynamic, suggesting a maritime setting.

UBISOFT MAINZ

The teams at Ubisoft Mainz are engineering some of Ubisoft's biggest blockbusters. Operating from a historic city in the center of Germany, the studio develops games pushing the limits of the genre like the acclaimed Anno 1800™ and lends decades of expertise to AAA co-development projects like Tom Clancy's Rainbow Six® Siege and the upcoming Beyond Good And Evil™ 2. Ubisoft Mainz is part of the Ubisoft Blue Byte studio network.



MASSIVE ENTERTAINMENT

Founded in 1997 and part of the Ubisoft family since 2008, Massive Entertainment is a world leading game studio based in Malmö, Sweden.

In 2016, the passionate and creative team at Massive brought the record-breaking new IP Tom Clancy's The Division® to players around the world. The game quickly became the fastest selling game in Ubisoft history. With a solid background in crafting strong technical franchises such as Ground Control and World in Conflict, the studio has also previously collaborated with Ubisoft Montreal on Assassin's Creed® Revelations and played a major role in Far Cry® 3.

With last year's release of Tom Clancy's The Division® 2, powered by the studio's proprietary game engine Snowdrop, Massive continues to push the limits for what is technologically possible. Massive is also the home base of Uplay, Ubisoft's digital distribution platform.

In 2017 it was announced that Massive is leading the development of a new cutting-edge game set on the beautiful and dangerous moon from James Cameron's prominent Avatar™ film franchise.

The studio's goal has always been - and still is - to craft the finest gaming experiences for all players.

UBISOFT MILAN

In its 20 years as a studio, Ubisoft Milan has contributed to the development of some of the most renowned Ubisoft IPs of all time, such as Tom Clancy's Splinter Cell® and Tom Clancy's Rainbow Six®, Just Dance® and Assassin's Creed®. In recent years, the collaboration with Ubisoft Paris has led Ubisoft Milan to contribute to Tom Clancy's Ghost Recon® Wildlands and to conceive and work in partnership on the multi-awarded Mario + Rabbids® Kingdom Battle - a Nintendo Switch™ exclusive turn-based combat adventure, featuring a team up of iconic Nintendo™ and Ubisoft characters that join forces to save the Mushroom Kingdom. After the release of Mario + Rabbids® Kingdom Battle, the global success of the game has been boosted by Donkey Kong Adventure, a massive DLC featuring one of the most appreciated Nintendo™ characters of all time. The team is now back at work on new projects, among which the recently released Tom Clancy's Ghost Recon® Breakpoint.

UBISOFT MONTPELLIER

Initially founded in 1994 as a small graphics studio, Ubisoft Montpellier is responsible for the creation of numerous critically acclaimed titles such as Rayman® and Beyond Good & Evil™. Since the highly successful collaboration with renowned filmmaker Peter Jackson on King Kong®, the studio has grown organically; also absorbing Tiwak, with expertise honed on projects like Tom Clancy's Ghost Recon® Advanced Warfighter. Following the launch of Rayman Raving Rabbids®, Rabbids Go Home®, Michael Jackson™ The Experience, The Adventures of Tintin®: The Secret of the Unicorn, and From Dust®, the studio released ZombiU™ for the launch of the Wii U™ console.

In 2013, Ubisoft Montpellier created a new opus for its beloved Rayman series, thrilling critics and fans with the release of Rayman® Origins and Rayman® Legends. The studio released award-winning Valiant Hearts: the Great War™ in 2014 on its proprietary UbiArt Framework, also developed in Montpellier. After successful collaborations with Ubisoft Montreal on Assassin's Creed® Unity, Ubisoft Quebec on Assassin's Creed® Syndicate and Ubisoft Paris on Tom Clancy's Ghost Recon Wildlands, the studio has launched on the 26th of March 2019 Space Junkies™, a disruptive multiplayer arcade shooter for high-end VR platforms and is currently focused on the development of its own unique franchise: the highly anticipated Beyond Good & Evil™ 2, a far-future space opera.



UBISOFT MONTREAL

With more than 4,000 employees, Ubisoft Montreal is the company's largest studio and the largest video game production studio in the world. Its teams have developed more than a hundred games and work on live operations for some of Ubisoft's biggest titles and franchises, including Assassin's Creed®, Tom Clancy's Rainbow Six® Siege, Far Cry®, Watch Dogs® and For Honor®.

This year, during the first edition of Ubisoft Forward, Ubisoft Montreal presented Hyper Scape®, a brand-new Battle Royale game, as well as Far Cry® 6, the latest installment in the beloved franchise. Its teams also worked on the much-anticipated Assassin's Creed® Valhalla and Watch Dogs® Legion games, which were showcased at the event.



UBISOFT MUMBAI!

Ubisoft Mumbai was established in October 2018. Located in a dynamic city with a creative talent pool, the studio fits perfectly with the Ubisoft DNA. Ubisoft Mumbai has grown quickly and will soon have 100 employees working on exciting projects. The studio has a full-fledged AAA production team, focusing on co-development of AAA Ubisoft titles. Ubisoft Mumbai is striving towards building a gaming ecosystem in India by partnering with top schools and creating a strong network of creative talents in the country.



UBISOFT NADEO

Founded in 2000 and acquired by Ubisoft in 2009, Ubisoft Nadeo is the creator of Trackmania®, the cult multiplayer car racing video game, and Shootmania®, the FPS for everyone. The studio has won acclaim for the quality of its multiplayer technology, which offers one of the best available online gaming experiences, based on competitive game modes and players' creativity, on PC and consoles and in virtual reality. Accessible to everyone, Ubisoft Nadeo's games bring together more than 35 million players.

UBISOFT ODESA

Ubisoft Odesa opened in March 2018, and has since grown fast, adding new areas of expertise to the studio with the opening of a Quality Control department in November 2019. Ubisoft Odesa contributed to Tom Clancy's Ghost Recon® Breakpoint and Trials® Rising, and is now collaborating on Gods and Monsters® (provisional title), as well as post-launch of Tom Clancy's Ghost Recon® Breakpoint.

Odesa studio a part of the Eastern European Hub (Bucharest, Belgrade and Kyiv) and has become a strong player in the region.

UBISOFT OSAKA

Based in Osaka, Japan, the studio formerly known as Digital Kids was acquired by Ubisoft in 2008. Since then, the studio built up a wealth of experience developing for console, handheld, and mobile platforms. The studio released many successful titles, notably for the Petz® brand, and worked on games for a number of high profile partners including Tetris®, The Smurfs™, and The Disney Channel. Ubisoft Osaka collaborated with the Ubisoft San Francisco studio on the development of South Park™ The Fractured But Whole™ and the Rocksmith® franchise. With an eye on the future, the studio continues to grow in size with a focus on fostering its close working relationship with Ubisoft San Francisco to develop upcoming AAA projects.

UBISOFT OWLIENT

Founded in 2005, Ubisoft acquired the Paris-based Free-To-Play game Ubisoft Owlent studio in 2011. With the highly successful Howrse® – which boasts more than 60 million subscribers worldwide – Ubisoft Owlent has gained significant expertise in the development and monetization of Free-To-Play web-communities. The studio is applying its solid experience to the creation of new communities and mobile game in particular as they unveiled their new game, Tom Clancy's Elite Squad, at E3 2019.

UBISOFT PARIS

Established in 1992, Ubisoft's pioneer in-house studio is part of the group's history and has witnessed the growth of the Ubisoft studio network for the past 28 years. With more than 700 creative minds and technical talents working in Paris, it is responsible for the creation of some of Ubisoft's most iconic brands such as the worldwide dance game phenomenon Just Dance®, which has already sold over 75 million copies and celebrated its 10th anniversary last year. The studio portfolio extends over several generations of consoles and includes some of Ubisoft's most successful brands, from the acclaimed Tom Clancy's Ghost Recon® series to The Rabbids® and Watch Dogs®.

Last year, the studio released the latest episode of Ubisoft's military shooter franchise, Tom Clancy's Ghost Recon® Breakpoint, as well as Just Dance® 2020, which was launched on Google Stadia for the first time. Ubisoft Paris also worked with Ubisoft Toronto and other studios from the company's global network on Watch Dogs® Legion, to be released in 2020.

UBISOFT PARIS (MOBILE)

Opened in 2013, the Ubisoft Paris Mobile studio is a powerhouse of talent and expertise working on AAA mobile titles with high production values in narrative, gameplay and artistic direction. The studio developed the standalone Assassin's Creed® Pirates, and City Of Love: Paris™, a twisting adventure mixing romance and old mysteries, both titles have been Editor Choice awarded. With a focus on building arenas for welcoming countless player adventures, the studio recently released "The Mighty Quest For Epic Loot®", a colorful and thrilling Action-RPG with over 8M downloads; and Might & Magic®: Chess Royale, the first Auto-battler and Battle Royale cross platform on the market. The studio is currently working on other unannounced projects.

UBISOFT PHILIPPINES

In 2016, Ubisoft Philippines opened as the first and only AAA game development studio in the country. Since then, the studio has grown to 150 professionals, co-developing the following flagship franchises: Assassin's Creed® Valhalla, Assassin's Creed® Odyssey, Assassin's Creed® Origins, Assassin's Creed® III Remaster, Assassin's Creed® Liberation on Nintendo Switch; Skull & Bones™, For Honor®, and The Crew® 2.

Through partnerships with academic institutions and active involvement in community events, Ubisoft Philippines continues to grow the game development industry in South East Asia.

UBISOFT PUNE

2020 marks the 12th year of Ubisoft's presence in India. Ubisoft Pune is one of the most creative and largest video game studios in India. With a team of 1000+ talents, Ubisoft Pune is growing both in numbers and in expertise. Over the years, the studio also became the second largest Quality Control department within the Ubisoft group. The studio includes the latest technology and innovation in its processes to foster the quality of its games. The QC teams work in synergy and manage various testing cycles, including mobile and console functionality testing, compatibility and compliance.

The studio also houses a fully integrated production team working on co-development of several AAA Ubisoft titles. Ubisoft Pune takes pride in its diverse workforce and is committed to enriching players' lives.

UBISOFT QUEBEC

Strengthened by 500 talented, innovative and passionate creators, Ubisoft Quebec keeps on growing and continues to rise. Founded in 2005, the studio has been involved in several key Ubisoft franchises over the years, developing cutting-edge expertise in major AAA game development. After leading last year's critically acclaimed Assassin's Creed® Odyssey, the team is back at E3 to unveil Gods & Monsters™ (provisional title), a storybook adventure about a forgotten hero on a quest to save the Greek gods.

UBISOFT REDLYNX

Founded back in 2000 and acquired by Ubisoft in 2011, the Helsinki-based Ubisoft RedLynx currently employs 150+ fun-loving professionals of 20+ nationalities. Uniquely, the Finnish studio has both console/PC and mobile game development under one roof. RedLynx is known for on-point gameplay, working closely with the community and supporting user-generated content in a major way.

The studio has a track record of over 100 games, developed on all major gaming platforms, but is best known for its award-winning physics-based racing series, Trials®. In 2014, Trials Frontier brought the series to mobile platforms for the first time, and since then, it has reached over 80 million downloads.

In 2017 the team released South Park™: Phone Destroyer™, which was developed in collaboration with South Park Digital Studios. The action-packed game combines real-time strategy and collectible cards. In 2019 in partnership with Ubisoft Kiev, RedLynx released Trials® Rising, the biggest and most ambitious addition to the Trials franchise to date.

The studio is also contributing to major AAA games, and was proud to deliver Tom Clancy's The Division® 2's Google Stadia release earlier this year in collaboration with another Ubisoft studio, Massive Entertainment.

Currently, the RedLynx team is focusing its efforts on creating additional content for its live games, strengthening player engagement, as well as working on exciting unannounced projects.

RED STORM

Founded in 1996 by novelist Tom Clancy, managing director Steve Reid and seventeen developers, North Carolina-based Red Storm Entertainment became a member of the Ubisoft family in 2000. With the release of the award-winning Tom Clancy's Rainbow Six® in 1998, Red Storm defined the tactical shooter genre and established the studio as an industry leader. Its following breakthrough title, Tom Clancy's Ghost Recon®, set a new benchmark in online gaming and won numerous Game of the Year awards in 2001. Over the years since, the studio has contributed to the development of notable Ubisoft brands such as Rocksmith®, Far Cry®, and the best-selling IP Tom Clancy's The Division®. Most recently, Red Storm contributed to Tom Clancy's The Division® 2.

REFLECTIONS

Ubisoft Reflections is a world-leading, multicultural AAA game development studio based in Newcastle upon Tyne boasting a 35-year legacy in the games industry. The studio has a decorated history of global collaboration with creative teams from several Ubisoft studios on some of the industry's most acclaimed AAA games, the most recent of which include Tom Clancy's The Division® 2, Far Cry® 5, Assassins Creed® Syndicate, Tom Clancy's Ghost Recon® Wildlands, Watch Dogs® 2 and Starlink: Battle for Atlas®.

Beyond AAA game development, the studio prides itself on nurturing creativity and innovation amongst its teams having dedicated time and resources to ground-breaking in-house projects and initiatives, such as the award-winning Grow Home® and Grow Up series as well as the Ubisoft Gaming School, which now operates globally.

With nearly 240 people comprised of over 20 nationalities, Ubisoft Reflections continues to build teams of passionate people to work on leading franchises, and other unannounced AAA projects.



UBISOFT SAGUENAY

Ubisoft Saguenay, which opened its doors in February of 2018, relies on its 65 experienced and passionate employees to enhance and strengthen one of the key growth drivers in the games industry - the online experiences that Ubisoft creates for its players. Managed by Jimmy Boulianne, Ubisoft Saguenay expects to double in size over the next few years.

UBISOFT SAN FRANCISCO

Home to the North American Ubisoft headquarters since 1996, Ubisoft San Francisco opened its development studio in 2009 and since developed Rocksmith® and Rocksmith® 2014, to teach millions of people how to play guitar and bass. With a song library of over 1,500 songs and 9 years of support the Rocksmith franchise helped millions of players around the world on their musical journey. In 2017, the studio released the critically acclaimed South Park™: The Fractured But Whole™, in collaboration with Trey Parker, Matt Stone, and South Park Digital Studios. The studio is currently working on two unannounced projects.



UBISOFT SHANGHAI

Ubisoft Shanghai studio opened its doors in 1996 and has been working on major Ubisoft brands such as Tom Clancy's Splinter Cell®, The Crew®, Assassin's Creed®, Might & Magic®, Just Dance® and Far Cry®. Besides, Shanghai production teams have developed a world-class expertise in wildlife features, mobile games development and live operations. Located in the biggest video game market, Ubisoft Shanghai has been building solid relationships with major Chinese publishers and developers. Thanks to this strategic situation, leveraging 24 years of expertise in AAA development, Shanghai studio is now in a unique position to create memorable gaming experience to players all over the world.

UBISOFT SINGAPORE

Since opening its doors in 2008, Ubisoft Singapore has become the biggest AAA game development studio in Southeast Asia. The 400-strong studio is home to 35+ different nationalities focused on delivering ambitious gaming experiences to our players. Ubisoft Singapore has been contributing to all the Assassin's Creed® titles since Assassin's Creed® II. It innovated within the franchise as the studio behind the naval battle gameplay and water technology in Assassin's Creed® III, Assassin's Creed® IV Black Flag® and most recently in Assassin's Creed® Valhalla. Its expertise in AAA and live operations, combined with a passion for naval gameplay, pushed the team to lead the development of Skull and Bones™ revealed at E3 in 2017.



UBISOFT SOFIA

Established in 2006, Ubisoft Sofia has grown to a world-class AAA game dev studio. Throughout the years, it has released more than 18 titles, ranging from small casual to big open-world games, and covering a wide range of platforms & technologies. The studio has brought its expertise and creativity into brands such as Tom Clancy's®, Prince of Persia®, and Assassin's Creed®.

For more than eight years Ubisoft Sofia has been a key contributor to the Assassin's Creed® franchise, taking a significant part in the development of both Assassin's Creed® Black Flag® and Assassin's Creed® Origins, and also leading the creation of Assassin's Creed® Liberation, Assassin's Creed® Rogue, and the mythology DLC "The Curse of the Pharaohs" of Assassin's Creed® Origins. Most recently, Ubisoft Sofia contributed as a co-dev studio to the creation of Tom Clancy's The Division® 2, and led the production of its second episode "Pentagon, The Last Castle" in 2019. With more than 250 inspired and talented professionals, Ubisoft Sofia is currently hard at work on some of Ubisoft's biggest titles including Beyond Good & Evil™ 2 and the recently announced Assassin's Creed® Valhalla.



UBISOFT STOCKHOLM

Established in 2017, Ubisoft Stockholm is led by industry veteran Patrick Bach, previous General Manager at EA's DICE studio in Stockholm. With numerous AAA titles under his belt, Bach's proven track record in innovation, world-class technology and international management skills has greatly benefited Ubisoft Stockholm's journey.

Since 2017, the studio has grown rapidly, and they are closely collaborating with Massive Entertainment - A Ubisoft Studio on the development of AAA games for some of Ubisoft's biggest franchises, including James Cameron's Avatar® game.

UBISOFT TORONTO

Established in 2010, Ubisoft Toronto is a growing and diverse team on a collective mission to create what is next in games. Announced at Ubisoft Forward, the Toronto team is leading *Far Cry® 6*, the next game in the award-winning series, where players plunge into a modern-day guerrilla revolution to tear down Anton Castillo, a twisted president brought to life by Giancarlo Esposito. Ubisoft Toronto is also lead studio on the production of *Watch Dogs® Legion*. Releasing in Fall 2020, players recruit anyone they see in the open world to join their DedSec resistance to fight back against the emergence of an authoritarian regime in a fictional near-future London.

Ubisoft Toronto has contributed to the success of award-winning Ubisoft brands including: *Assassin's Creed®*, *Far Cry®*, *For Honor™*, *Tom Clancy's Splinter Cell®*, and *Watch Dogs®*. In 2018, Ubisoft Toronto created its first new IP, *Starlink: Battle for Atlas®*. The studio shipped its first lead production, *Tom Clancy's Splinter Cell® Blacklist™*, to critical acclaim in 2013.

Ubisoft Toronto is one of Canada's Top 100 Employers for Young People and GamesIndustry.biz Best Developer of Show at E3 2019.

UBISOFT WINNIPEG

Ubisoft Winnipeg is a technology studio with a unique mission: develop new technologies that will change the way we build video games worlds. It is the only Ubisoft studio focused on exploring the unknown to develop technology that empowers game creators – at all Ubisoft Canadian studios – to build even better, more immersive worlds across our major brands such as Far Cry®, Assassin's Creed®, Watch Dogs® and other unannounced projects. This vanguard studio is home to passionate innovators who create leading-edge technology in one of Canada's top cities for game and tech development talent.

1492 STUDIO

1492 Studio

1492 Studio was founded in 2014 and acquired by Ubisoft in 2018, the studio creates successful interactive stories in the visual novel genre to feed the *Is It Love?* series. With more than 15 mobile apps - generating close to 60 million downloads to date, the 1492 Studio games offer players the chance to travel to new dimensions, in worlds full of intrigues, suspense, and romance. The studio continues to operate its live games by creating further content and animating a strong community of fans while working on other unannounced projects.

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