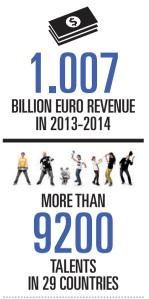
### PROJECT MANAGERS - PROGRAMMERS

JOIN

the UBISOFT® GRADUATE PROGRAM





### UBISOFT

# A CREATOR OF STRONG BRANDS

Ubisoft's solid and diverse portfolio of blockbuster brands has sold millions of units around the world. Iconic franchises such as Assassin's Creed, Just Dance, Watch Dogs and Rabbids are the foundation of Ubisoft's reputation as a leading creator of interactive entertainment experiences.

Ubisoft games are renowned for their high quality and the immersive experience they offer across all platforms - console, mobile, tablet and PC. As part of its strategy, Ubisoft has extended the reach of its brands to other entertainment media including TV, movies, books, comics and theme parks.

# A GLOBAL Market leader

**By creating original and memorable gaming experiences** for over a quarter-century, Ubisoft has secured its position as a leading actor in the video game industry. With a presence on six continents, Ubisoft is constantly innovating to exceed consumer expectations all over the world.

#### **RABBIDS**®

Ubisoft's family brand has recently invaded millions of TV screens worldwide with the *Rabbids Invasion animated* series.



#### ASSASSIN'S CREED®

With more than 77 million copies sold, Assassin's Creed is the leader on the historical action-adventure game segment and has expanded into comic books, novels and an upcoming feature-length film.

#### WATCH\_DOGS®

Watch Dogs is Ubisoft's already iconic new brand that sold 4 million copies in just one week and is set to be a reference for this new generation of gaming.





## **TALENTED PROFESSIONALS** WITH A PASSION FOR GAMES

Ubisoft is home to a multitude of professions and personalities all linked by a deep passion for games. Within each development team, a diverse array of specialties – animators, artists, designers, brand managers and programmers – combine their areas of expertise to build and improve their game. They share a drive for excellence, a creative mindset and are strongly encouraged to take initiative and calculated risk. They benefit from a company culture where sharing across studios and projects is actively encouraged.



### **INNOVATION** At the heart of game development

**At Ubisoft, each game is an innovation.** Through the early adoption of new consoles and the development of proprietary technologies, Ubisoft has positioned itself as an industry pioneer with distinctive gameplay across multiple platforms and genres.

#### CUTTING-EDGE TOOLS AND TECHNOLOGIES

Ubisoft has created proprietary tools and engines that enable developers to build immersive worlds with the latest in tech innovations. Game engines such as Ubi Snowdrop and Ubi Art Framework exemplify this forward-thinking approach.

#### **INNOVATIVE GAMEPLAYS**

### Ubisoft is constantly striving to surprise players with new gameplay experiences

 breathtaking naval battles, subversive hacking plots, intriguing espionage scenarios and frenzied dance games.
Anticipating players' expectations for more interactive experiences, Ubisoft is increasingly focusing on multiplayer, co-op and companion gaming.

### THE UBISOFT GRADUATE PROGRAM

## TAKE ON CHALLENGES FROM DAY ONE

**From your first day in the Graduate Program,** you play an active role in video game creation. Over the course of the two-year program, you will have the opportunity to be fully immersed in at least two development teams. This hands-on approach provides you with an overview of the challenges faced in video game development and gives you the opportunity to take on more and more responsibilities as the project grows. Your missions are designed to help you learn quickly and develop your skills on the ground.

To help you meet those challenges, you benefit from customized support that includes dedicated training, mentoring, and specific career advice at the studio and company level.







After one year in your home country, you spend a year in one of our subsidiaries abroad where you integrate a completely different environment: new team, new project, new location. Because our projects are mainly developed through multi-studio collaboration, you will benefit from the personal and professional enrichment that comes from working in a truly international environment.



# LEARN WITH INSPIRING PROFESSIONALS

**Through your immersion in a development team**, you work closely with senior experts from diverse disciplines, learning first-hand and broadening your experience. This gives you opportunities to widen your network, gain visibility and benefit from a fast-moving environment.



Designed to identify future high-potential collaborators, the Graduate Program allows you to demonstrate your skills as well as your ability to work constructively alongside international teams, and your fit with the company values. Once you've completed the Program, you are armed with in-depth knowledge of the company enabling you to take on the challenges of new and exciting responsibilities.



# THE UBISOFT GRADUATE PROGRAM CHOOSE YOUR ROLE

Among a great variety of disciplines available at Ubisoft, the Graduate Program offers you a role in one of three areas: **Project Management, Online Programming or Gameplay Programming.** 

### **PROJECT MANAGEMENT**

At Ubisoft, Project Management is about leading complex projects and large teams in international and rapidly evolving environments.

**Our Project Managers (also called "Producers") demonstrate leadership and excellent management skills:** they manage teams composed of various profiles, such as designers, artists, animators, programmers and brand managers. They ensure efficient collaboration between the different parties across several locations. To succeed in highly competitive markets, they need strong business acumen and a thorough understanding of players' expectations. They oversee the quality of the game, its budget, schedule and resource planning.

The Project Manager's challenge, along with their teams, is to create successful and innovative games.

### IS THIS FOR ME?

- You hold a Bachelor or Master's degree in Business Administration or Engineering and have less than 1 year of professional experience (excluding internships).
- You have an entrepreneurial mindset as well as proven leadership skills. You are results-oriented with strong analytical and problem-solving skills. You are a team player and have excellent communication and interpersonal skills. A fluent English speaker, you are eager to work in different locations worldwide. You have a genuine interest for video games.



### ONLINE Programming

**Online holds a core position in gaming.** With one goal in mind – deliver the most enjoyable connected experience to players – Online Programmers face multiple challenges in developing, integrating and maintaining high-end service platforms.

In meeting these challenges, they hone their skills as champions of innovation across platforms, creating new online services and developing innovative solutions to improve the gameplay experience.

**Online Programmers play a critical role** in ensuring that millions of players are simultaneously immersed in a seamless and rich game experience they can enjoy with their friends regardless of where – and how – they connect.

#### IS THIS FOR ME?

- You hold a Bachelor or Master's degree in Engineering or Computer Science and have less than 1 year of professional experience (excluding internships).
- You have good C++ programming skills and ideally have basic knowledge of other programming languages, such as Python. Knowledgeable about server and database programming, distributed systems and online services, you are also familiar with online programming aspects such as scalability, replication, optimization, performance and security testing.
- You have an interest in the video game market, and online gaming in particular. A fluent English speaker, you are detailand results-oriented with demonstrated problem solving skills. You work well both autonomously and within multicultural teams and are open to working in different locations worldwide.





### GAMEPLAY PROGRAMMING

The Gameplay Programmers are responsible for the interactivity of the game. They implement the interactions between the player, the controller and what happens on screen. They turn game design mechanics and content (animations, sounds, characters...) into playable sequences. They collaborate closely with designers, artists, animators and other game development team members.

The Gameplay Programmers' objective is to offer players a comfortable, immersive & fun game experience.

### IS THIS FOR ME?

- You hold a Bachelor or Master's degree in Engineering or Computer Science, and have less than 1 year of professional experience (excluding internships).
- You have good C++ programming skills, with good knowledge of object-oriented development. You have good knowledge of the software development process (prototyping, implementing, debugging and optimizing). You are able to simulate a basic artificial intelligence. You have excellent analysis and problem solving skills that will help you deploy effective solutions centered on the player needs.
- Your passion for video games will make a difference. As an effective communicator and a fluent English speaker, you work well both autonomously and within multicultural teams, and are open to working in different locations worldwide.

# YOUR NEXT MOVE



The selection process involves: Local interviews /// Technical Tests / Assessment Center /// Interviews with Headquarters

- If you have an interest in gaming...
- If you want to create engaging games that attract millions of players and fans worldwide...
- If you want to work with incredibly talented and friendly teams...
- If you enjoy setting lofty goals for yourself and taking up complex challenges...

#### ... then the Ubisoft Graduate Program is for you!

For more information on the program and to apply, please visit our Website: **ubisoftgraduateprogram.com** 

