



UBISOFT®



MANAGEMENT

★ **YVES GUILLEMOT**

[Chairman and CEO]

In 1986, fresh out of business school, Yves Guillemot decided to found his own company. In a booming entertainment industry, Yves chose to invest in video games, convinced that they were the future of the industry. Driven by a desire to push the gaming experience beyond its established limits, Yves and his four brothers created Ubisoft, referring to “ubiquity,” which translated their ambition to be present all over the world.

30 years later, with a passionate team by his side, Yves has turned Ubisoft into one of the top independent publishers in the world.

★ **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 “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 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 have succeeded in making Ubisoft the 3rd independent publisher in Europe in 2015.

★ **LAURENT DETOC**

[Executive Director, North America]

A graduate of the “Institut Supérieur de Gestion” business school in Paris, Laurent Detoc joined Ubisoft in 1991. Two years later, he left the headquarters in France to set up a subsidiary for Belgium and the Netherlands. In 1994, he took charge of the San Francisco office. Experiences in Germany, Belgium and now the United States have enriched Laurent’s global business vision – a true asset in today’s gaming industry.

As Executive Director of Ubisoft’s North American distribution unit, Laurent is today responsible for Ubisoft’s publishing activities in North America. His goals include becoming a leading video game publisher and employer of choice throughout North America.

★ **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 office in the United States. She spent four years developing business in the US before moving on to head the business unit in the United Kingdom. In 1997, she returned to Paris to become International Sales Director.

Today, 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.

★ **ALAIN MARTINEZ**

[Chief Financial Officer]

Alain Martinez has served as Chief Financial Officer of Ubisoft since 2000 when the company entered the Premier Marché of the Paris stock exchange.

Prior to joining Ubisoft, Alain served as Treasurer and then CFO for the European territory at Comdisco (computer leasing), CFO at Sofamor Danek Europe (spinal implants) and Financial Director at SAP France (computer software). He holds a degree from HEC Paris, one of France's most prestigious business schools.