

A Biography of a Software Engineer

Jade Raymond

Jade Raymond has become one of the most influential software engineers in the games development industry. She has achieved so much over the last two decades and is known best for producing the Watch Dogs and Assassin's Creed games.



Raymond was born on 28th August 1975 in Montreal, Canada, where she attended St George's School and Marianopolis College. After graduating from school in 1994, she studied at McGill University, also in Montreal. She graduated with a Computer Science degree in 1988.

After university, she started a job working as a programmer for Sony, where she helped create Sony Online's first Research and Development group. This led to Electronic Arts where she worked as a producer on The Sims Online.

2003-2004 - She joined the G4 program The Electric Playground as a part-time correspondent, which was a weekly show that focused on the video game industry.

2004 - She started working for Ubisoft Montreal, creating the 1st Assassin's Creed game. Later becoming the executive producer on Assassin's Creed II and of the new IP at Ubisoft, Watch Dogs and The Mighty Quest for Epic Loot.



January 2010 - Raymond moved to Toronto to build a new studio for Ubisoft as managing director. She also joined the Board of Directors of WIFTI, Women in Film and Television International, supporting other women in the industry.

July 2015 - She joined Electronic Arts and formed Motive Studios in Montreal. She also became in charge of Visceral Games studio located in California, working on Star Wars games and developing a new original IP.

January 2018 - Raymond joined the Board of Directors for the Academy of Interactive Arts & Sciences

July 2018 - She received the Develop “Vanguard Award”, recognising “her trailblazing endeavours across her 20-year career”.

October 2018 - She was allocated the “Pioneer Award” from Fun & Serious Game Festival for her “contributions to the industry as a producer of games that are considered a turning point in the industry”.

2018 - She became one of the few game executives named Variety Magazines 2018 list of 500 most influential business leaders shaping the global entertainment industry.

March 2019 - Raymond joined Google as a Vice President. Google announced during the 2019 Game Developers Conference that she would be creating exclusive content for Google’s Stadia streaming service at Google’s Stadia Games and Entertainment studio.

February 2021 - Raymond had to leave Stadia, and Google, as Google had announced the shut down of the studio.

March 2021 - Raymond founded Haven Entertainment Studios, a new independent development studio with Sony interactive Entertainment investing in the studio to create a new original IP for PlayStation.

Games

Year	Title	Company	Role
2002	The Sims Online	Electronic Arts	Producer
2007	Assassin’s Creed	Ubisoft	Producer
2008	Metal Gear Solid 4: Guns of the Patriots	Konami	Producer
2009	Assassin’s Creed II	Ubisoft	Executive Producer
2009	Assassin’s Creed: Bloodlines	Ubisoft	Executive Producer
2013	Tom Clancy’s Splinter Cell: Blacklist	Ubisoft	Executive Producer
2014	Watch Dogs	Ubisoft	Executive Producer
2014	Assassin’s Creed Unity	Ubisoft	Managing Director
2014	Far Cry 4	Ubisoft	Managing Director
2015	The Mighty Quest for Epic Loot	Ubisoft Montreal	Executive Producer
2017	Star Wars: Battlefront II	Electronic Arts	SVP Group General Manager