



# 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]

Since joining Ubisoft in 1991, Laurent Detoc has never stopped pushing the boundaries to take Ubisoft games and services to more players around the world. With his strong leadership and pioneering spirit he successfully established Ubisoft's presence in Belgium and the Netherlands in 1993, and built a solid foundation that enabled the company to expand its footprint in Europe. His passion for the video game industry lies in the fast pace at which it evolves, one that perfectly reflects and matches his energetic mindset. This active mentality combined with his strong experience in Europe led him to San Francisco to solidify Ubisoft's business operations in North America. Bringing Ubisoft's global presence to new heights, Laurent was named President for the North, Central and South America territories in 1998. Under his leadership, Ubisoft became one of the most respected software publishers in the region, consistently ranked in the top five entertainment software publishers in the U.S. With his tenured experience, he's considered a true asset in today's gaming industry, and serves on the Board of Directors for the Entertainment Software Association.



## VIRGINIE HAAS

[Chief Studios Operating Officer]

Virginie Haas became Chief Studios Operating Officer and a member of Ubisoft's Executive Committee in September 2020. Her mission in this role is to empower Ubisoft's teams to create the best games possible by implementing the group's production strategy at the studio level and managing its projects and creative talents. After a distinguished career of more than 30 years in the technology sector, she brings to Ubisoft an expertise in the fundamental technological transformations driving the video game industry, such as cloud computing and digital services. She gained invaluable experience in the development and transformation of rapidly growing companies during her time spent in several management positions at IBM's global office and French subsidiary, before joining Shift Technology in 2016. As Chief Revenue Officer, she contributed to the success of the French scale-up company, a member of the Next 40, by developing the business in more than 25 countries. Virginie Haas has been a member of Ubisoft's Board of Directors since 2017.



## FRÉDÉRIC DUGUET

[Chief Financial Officer]

When Frédéric 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, Frédéric'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.

