Ubisoft is a world leader in the production, publishing and distribution of videogames and interactive services. Ubisoft teams throughout its global network of studios and business offices are committed to enriching players' lives by creating original and memorable gaming experiences across popular platforms, including consoles, mobiles, tablets and PC.

The group has a rich portfolio of world-renowned brands such as:

- Assassin’s Creed®
- For Honor®
- Eagle Flight®
- Watch_Dogs®
- Child of Light®
- Far Cry®
- Tom Clancy’s Rainbow Six®

- Tom Clancy’s Splinter Cell®
- Shape Up
- Just Dance®
- Rabbids®
- Prince of Persia®
- Rayman®
- Tom Clancy’s Ghost Recon®

For the 2016-17 fiscal year, Ubisoft generated sales of €1460 million.

More than 10,000 employees

Present on 6 continents, with 29 dev studios and 23 business offices.
When Ubisoft arrived in Quebec in 1997, it started paving the way for other studios and created one of the most prosperous videogame hubs in the world.
UBISOFT IN THE PROVINCE OF QUEBEC

1997_ UBISOFT ARRIVES IN MONTREAL

2008_ UBISOFT ACQUIRES HYBRIDE TECHNOLOGIES PIEDMONT

2005_ UBISOFT QUEBEC IS FOUNDED

2016_ TOP 10 BEST CANADIAN EMPLOYERS, ACCORDING TO FORBES

2017_ UBISOFT SETS UP SHOP IN SAGUENAY
WITH SALES UPWARDS OF
116 GAMES PRODUCED
OVER 20 YEARS,
WITH SALES UPWARDS OF
250 MILLIONS COPIES
WORLDWIDE

UBISOFT IN QUEBEC
116 GAMES PRODUCED
OVER 20 YEARS,
WITH SALES UPWARDS OF
250 MILLIONS COPIES
WORLDWIDE
OUR EMPLOYEES

1997
50 EMPLOYEES
AVERAGE AGE OF 35 YEARS
2017
3600 EMPLOYEES

More than 40 trade families related to videogame production

The three most represented trade families:
- PROGRAMMING
- ART
- GAME AND LEVEL DESIGN

62 countries represented by employees

Three most represented countries other than Canada:
- FRANCE
- UNITED STATES
- UNITED KINGDOM
# Ubisoft Montréal — The Numbers

- Founded in **1997**
- More than **3000** employees, of which 84% work in game production
- The largest videogame development studio in the world
- **99** games shipped to date
- Responsible for 5 of Ubisoft’s biggest brands
- **15 peripheral services** actively contribute to the success of each production
UBISOFT QUÉBEC

THE NUMBERS

- Founded in 2005
- 450 employees, 91% of which in videogame production
- Largest videogame studio in Quebec City
- 30 games shipped to date
- Involved in the Assassin’s Creed franchise since 2010
- More than 300 players welcomed annually to test games in the User Research Lab
OUR LEADERS
Yannis Mallat joined Ubisoft Montréal in 2000. He worked as producer and then as executive producer on numerous titles including Prince of Persia, Rayman Advance and the popular Assassin's Creed series. Yannis was named CEO in 2006 at the age of 32, and president of the Toronto studio four years later. Today, Ubisoft Montréal is the most important independent videogame development studio in the world with more than 3000 employees.

Under his direction, Ubisoft Montréal won the Studio of the Year prize at the Golden Joystick Awards in 2014.

Yannis holds a Masters in Economic Development and International Agronomy and dedicated three years to humanitarian aid in Western Africa. He also holds an MBA from HEC Montréal.
Patrick began his professional career as a rugby sports agent, before joining the video game industry in 1999 as Community Manager for the Sega Dreamcast. Between 2002 and 2012, he pursued his career in the United Kingdom for Electronic Arts, first as a QA Project Manager, then as Development Director, Studio Operations Director and business/publishing Operations Director. In 2012, driven by the ambition and culture of the studio, he crossed the Atlantic to join Ubisoft Quebec as Executive Director of Operations, followed by a role as Executive Director of Development. In 2017, he became the Managing Director with the goal of continuing the rise of the studio and showcasing the talent of the teams across the world.

PATRICK KLAUS
MANAGING DIRECTOR, UBISOFT QUEBEC
A native of Côte-Nord, Jimmy Boulianne is a graduate of Université Laval's electrical engineering program and has 20 years of experience in product development and innovation for online services under his belt. Before starting at Ubisoft, he worked for various technological businesses including Hyperchip, Beltron and Matrox Networks.

He has been at Ubisoft Montréal for more than 14 years, working on many brands including Splinter Cell, Assassin’s Creed, Rainbow Six and Watch_Dogs. Over the years, he has taken on the titles of network programmer, multiplayer and online lead, gameplay lead, network architect, technical director, development director and director of the Technological Group Online.
UBISOFT’S COMMITMENTS — IN QUEBEC —
UBISOFT’S COMMITMENTS IN QUEBEC

STUDENT RETENTION

Ubisoft CODEX is Ubisoft’s education investment program, which was launched in November 2015. The goal is to use the science of videogames as a source of academic perseverance and as a learning engine for the development of techno-creative succession.

MORE THAN $8 MILLION over five years
16 INITIATIVES implemented at all levels of education in Quebec
19 PARTNERS in the field of education
1160 STUDENTS have participated in the program’s activities since its first year
3000 HOURS of volunteer work with students by Ubisoft employees in Quebec
Ubisoft La Forge is a prototyping space where ideas on technology, originating from a collaboration between university research and production teams, are brought to life.

**APPLIED UNIVERSITY RESEARCH**

Ubisoft La Forge is a prototyping space where ideas on technology, originating from a collaboration between university research and production teams, are brought to life.

- **10 EMPLOYEES**
- **ABOUT 20 PARTICIPATING STUDENTS** from Polytechnique Montréal, Université de Montréal, Concordia University, UQAM, McGill University and soon ÉTS
- **6 QUEBEC UNIVERSITIES** and one from Europe
- **12 PROJECTS** underway
- **80%** of the projects are dedicated to A.I.

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**UBISOFT’S COMMITMENTS IN QUEBEC**
Since its inception, Ubisoft has had entrepreneurship at the core of its values. This is why Ubisoft has made considerable investments to stimulate Quebec’s start-up ecosystem. Ubisoft wants to give all the necessary tools to young entrepreneurs in Quebec to help make their know-how shine around the world via the following three initiatives.
The Ubisoft Indie Series presented by National Bank is an annual competition for independent game-development studios in Canada, which offers funding, mentorship, and the creative, marketing and financial tools that will help local studios and their games reach new heights.

MORE THAN 30 candidates applied to the first edition
10 finalists presented their project to the jury
2 winning studios in the first edition

NORSFELL GAMES
THUNDER LOTUS GAMES
In April 2016, Ubisoft Montréal and the Board of Trade of Metropolitan Montreal teamed up to launch InnoBahn, a brand new series of events during which start-ups present their innovative solutions to issues that large corporations have identified with the management of their operations.

In its first year, InnoBahn brought together:

- 7 LARGE CORPORATIONS
- AND 1 PUBLIC ORGANIZATION
- DURING 4 EVENTS
Initiated by Ubisoft Montréal, the Creatives ♥ the future Mtl Inc. project was presented during Je vois MTL. It brought together 10 large Montréal-based companies operating in the techno-creative sector, which each took under their wings a young start-up from the same business sector for a period of 18 months. The mentoring companies offered their resources to help the start-ups grow and achieve success.

Among the participating companies were:

- Google
- WB Games Montréal
- Behaviour Interactive
- Tact Intelligence-Conseil
- L’Oréal
- L’Ole
- Accenture

More than 25 startups were mentored during the project.
ACQUISITIONS
AND INVESTMENTS
ACQUISITIONS

HYBRIDE TECHNOLOGIES (2008)

Hybride Technologies is a recognized key player in the digital VFX industry, offering state-of-the-art imagery and stereoscopic expertise for film and television industries worldwide.

Over the years, Hybride has delivered innovative digital VFX for blockbusters such as:

- Star Wars: The Force Awakens
- Rogue One
- Arrival
- Valerian And The City Of A Thousand Planets
- Kong: Skull Island

QUAZAL TECHNOLOGIES (2010)

Quazal Technologies is the creator of the world-renowned Rendez-Vous and Net-Z solutions.

It is a leader in the creation of middleware and services for videogame developers.

Quazal’s solutions are integrated in the development of the majority of Ubisoft’s key titles.

THQ MONTRÉAL (2013)

Ubisoft acquired THQ Montréal and publishing rights for the South Park™: The Stick of Truth™ videogame, as well as a team of 170 experienced developers.
INVESTMENT

USER RESEARCH LAB (2003)

Ubisoft’s studios in Quebec welcome players to test games currently in development. The lab’s hard work allows developers to better understand the interactions between the consumer and the game, and modify certain aspects when necessary.

MOCAP STUDIO (2005)

Since 2005, Ubisoft has developed a great expertise in motion capture. In 2011, a second filming space opened its doors, making Ubisoft Montréal the only developer in Canada to operate two mocap studios.

UBISOFT CLUB (2009)

The Ubisoft Club is an online, interactive service aiming to unite all fans of Ubisoft brands, regardless of where they live. The Ubisoft Club has subscribers around the world and offers online content and digital versions of most of Ubisoft’s major brands, as well as top titles from other leading videogame developers and publishers.

“NEXT GEN” PROJECT

In 2013, Ubisoft announced the “Next Gen” project, which included an investment of $373M and the projected creation of 500 new jobs over 7 years. The project foresaw the development of a centre of operations for online games, the consolidation of its worldwide network of management infrastructures, as well as the development of motion-capture technology. With these strategic investments, Ubisoft opted to focus on online operations, player services, the performance and safety of its online network, as well as improving player immersion in its AAA games.
OUR

FLAGSHIP BRANDS
ASSASSIN'S CREED

Leading industry brand with one motto: History is our playground

THE BRAND'S 5 PILLARS

- Historical Relevance
- Coherent Mythology
- Cutting-edge visuals
- Reinvention
- Community Engagement

MORE THAN 100 MILLION copies sold worldwide

Transcends videogames by branching out into other entertainment experiences including movies, comic books, mobile games, novels, etc.

The brand has won more than 50 “Best of E3” awards

It was cited more than 30 times at the 2013 E3

WATCH THE GAME SYNOPSIS AND TRAILER

8 GAMES on HD consoles
Far Cry redefined its genre by offering its FPS in an openworld; more than a shooter, it's a true "sandbox" experience.

The brand is renowned for its innovations and setting new technical benchmarks in, among others, artificial intelligence, graphics, huge systemic worlds, motion-capture technology and map editing.

Experimentation is a core value of the brand.

Far Cry Primal took the gaming world by surprise with an unexpected take on the Far Cry experience.

Best Shooter Game Awards 2014
Far Cry 4

Gamers Sphere 2014 Game of the Year Awards – Shooter
Far Cry 4

Red Bull Games’ readers’ game of the year
Far Cry 4

Far Cry has sold over 38 million copies worldwide and continues winning over new fans the world over.

WATCH THE GAME SYNOPSIS AND TRAILER
FLAGSHIP BRAND

WATCHDOGS

Realistic, open-world action-adventure game filled with activities and based on the interconnectivity that permeates our world.

Watch_Dogs 2 was named Best of E3 2016 by Gamespot, GameRadar and Twinfinite.

The franchise’s first game received more than 100 nominations and won 36 awards at E3 2013.

The first Watch_Dogs game alone sold more than 12 million copies worldwide.

WATCH THE GAME SYNOPSIS AND TRAILER
WATCH THE GAME SYNOPSIS AND TRAILER FOR HONOR

FLAGSHIP BRAND

FOR HONOR

OUR FIRST SWORD-FIGHTING GAME

A new action franchise developed by Ubisoft Montréal. With innovations in controls and animation, For Honor makes players feel the true emotions of hand-to-hand combat like never before.

3 Factions

- Knights
- Samurai
- Vikings

Best Action Game, E3 2015 – IGN

Best of Show, E3 2016 – Gamespot

Best PC Game and best PS4 Game, Gamescom 2016

In GameSpot’s Top 10 most anticipated games.

Nominated several times in the Best of E3 lists of 2015 and 2016
Ubisoft Montréal has created 8 games for this franchise.

Known as 'The Thinking Man’s Shooter'.

Ubisoft’s first e-sports title with Ravenshield, Vegas and Siege

Pioneer of the Tactical Shooting Game, with its first game in 1998

Pioneer of online multiplayer gaming. Today, Rainbow Six Siege is Ubisoft’s first online game in terms of active players.

Third-Person Shooter Game of the Year, E3 2013 - Game Chronicles.

Watch the Game Synopsis and Trailer.
PRINCE OF PERSIA

Ubisoft Montréal created 6 games for this franchise.

MORE THAN 20 MILLION copies sold

Renowned for the quality and beauty of its visuals as well as its screenplay and narration

Game of combat, platform acrobatics and strategy

WATCH THE GAME SYNOPSIS AND TRAILER