



UBISOFT APPOINTS MARIE-SOPHIE DE WAUBERT AS MANAGING DIRECTOR OF THE UBISOFT PARIS STUDIO

Düsseldorf, 6. März 2020 – Ubisoft announced the appointment of Marie-Sophie de Waubert as Managing Director of Ubisoft Paris, one of the biggest game development studios in Europe and the biggest in France*.

Marie-Sophie de Waubert was previously Vice President of Corporate Affairs at Ubisoft. With more than 20 years of experience in the company, she has an in-depth and multi-faceted knowledge of Ubisoft and the broader video game industry. This includes a comprehensive understanding of video game production processes and talent, bolstered by her 5 years as the Director of Human Resources and Communication for multiple Ubisoft studios in France.

Established in 1992, Ubisoft Paris is the company's pioneer in-house studio. Over the years, it has grown to become the largest game studio in France with 700 team members. The studio's portfolio extends across some of Ubisoft's most well-known brands such as Just Dance, The Rabbids, Rayman, and Tom Clancy's Ghost Recon.

"The Ubisoft Paris studio has been a pillar of Ubisoft for the last 27 years, developing many of Ubisoft's most well-known games and flagship technologies. I am extremely proud to lead this talented group of people as we look ahead towards new opportunities and projects," says Marie Sophie de Waubert.

With more than 40 studios and 17,000 team members around the world, Ubisoft is a global leader with the largest in-house creative force in the industry. Ubisoft notably has a significant presence in France, with more than 3,000 team members in the country and an extensive network of studios

including Ubisoft Ancecy, Ubisoft Bordeaux, Ubisoft Ivory Tower, Ubisoft Nadeo, and Ubisoft Montpellier.

*Internal estimates

Über Ubisoft

Ubisoft ist ein führender Entwickler, Publisher und Distribuent für interaktive Unterhaltungsprodukte und Services mit einem reichhaltigen Portfolio bekannter Marken, darunter Assassin's Creed, Just Dance, die Tom Clancy's Videospiel-Reihe, Rayman, Far Cry und Watch Dogs. Die Teams im weltumspannenden Verbund von Studios und Geschäftsstellen bei Ubisoft widmen sich der Produktion von originellen und unvergesslichen Spielerlebnissen auf allen verbreiteten Plattformen, wie Konsolen, Smartphones, Tablets und PCs. Im Geschäftsjahr 2018-2019 erzielte Ubisoft einen Umsatz von 2.029 Millionen Euro. Mehr Informationen unter <http://www.ubisoft.com>.

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Pressekontakte:

Norman Habakuck, Fon: 0211 540 834 84,
E-Mail: norman.habakuck@ubisoft.com

Maik Bütetfür, Fon: 0211 540 834 28,
E-Mail: maik.buetefuer@ubisoft.com

Björn Dressel, Fon: 0211 540 834 31
E-Mail: bjoern.dressel@ubisoft.com

Veronika Stricker, Fon: 0211 540 834 29,
E-Mail: veronika.stricker@ubisoft.com

Niko Meves, Fon: 0211 540 834 34
E-Mail: niko.meves@ubisoft.com

Julien Jänsch, Fon: 0211 540 834 17
E-Mail: julien.jaensch@ubisoft.com

Newsroom: newsroom.ubisoft-press.com | PresseXtranet: www.ubisoft-press.com | YouTube: [UbisoftTV](https://www.youtube.com/UbisoftTV) | Twitter: [@UbisoftPR_DE](https://twitter.com/UbisoftPR_DE)

Geschäftsführer: Yves Guillemot | Sitz der Gesellschaft: Düsseldorf | Amtsgericht Düsseldorf HRB Nr. 60251
Ubisoft GmbH | Luise-Rainer-Straße 7 | 40235 Düsseldorf