



UBISOFT APPOINTS CHRISTOPHE DERENNES AND CHARLIE GUILLEMOT AS CO-CEOS OF ITS NEW SUBSIDIARY

PARIS – July 16th, 2025 – Ubisoft announces the next step in the roadmap of its new subsidiary – introduced on March 27th - with the appointment of Christophe Derennes and Charlie Guillemot as co-CEOs.

With complementary backgrounds, Christophe Derennes and Charlie Guillemot bring strong industry expertise, deep knowledge of the Ubisoft ecosystem, and a shared culture of innovation.

Christophe Derennes has been with Ubisoft for over 35 years. He brings extensive operational and production leadership, having launched and led the Montreal studio. He also played a key role in shaping the editorial and production strategy across major titles, and most recently served as Managing Director for North America.

Charlie Guillemot has built a hybrid career at the intersection of management and innovation. He brings an entrepreneurial perspective and a sharp understanding of evolving industry dynamics and players' expectations, shaped by his experience in game development. With a strong product mindset, deep tech culture, and a passion for games, he represents a new generation of leadership focused on innovation, quality, and putting players at the centre of decision-making.

Together, they will lead the subsidiary in building evergreen, multi-platform game ecosystems and writing the next chapter of Ubisoft's renowned franchises.

Created to accelerate the growth of three of Ubisoft's most iconic franchises – *Assassin's Creed*, *Rainbow Six*, and *Far Cry* – the company's new subsidiary will focus on building brand ecosystems capable of becoming evergreen, billion-euro franchises. Backed by growing investments and Tencent's expertise as a core strategic partner, it will give development teams greater autonomy and agility to fully unlock the potential of these iconic games, while shaping the next generation of player experiences.

The creation of the new subsidiary is progressing well. Tencent's investment in the new subsidiary, which is subject to regulatory approvals, continue to be expected by the end of 2025.

About Christophe Derennes

With 35 years of experience, Christophe Derennes joined Ubisoft in 1990 and has been involved in every major stage of its development. He co-founded Ubisoft Montreal in 1997 and helped structure the group's quality control functions. As Executive Vice President of Production, he oversaw the development of numerous successful games. Appointed General Manager of the Montreal studio in 2020, he took over as head of the North American studios in 2023. His management style, focused on listening, proximity and collaboration, makes him a respected and appreciated leader.

About Charlie Guillemot

As both a gamer and technology enthusiast, Charlie began his career in gaming at Owlent, a studio acquired by Ubisoft. In 2014, he took on co-leadership of the 35-person studio, then known for its browser-based free-to-play games. Under his guidance, the studio shifted its focus toward mobile.

Driven by a desire to explore new creative ground in the gaming space, in 2021, he co-founded Unagi, an independent game studio leveraging Web3 technologies where he gained first-hand insight into the rapidly evolving games market and the deeper transformations underway in the industry.

Charlie's perspective on game creation is grounded in a few core principles: putting gameplay first, leveraging collective intelligence, pushing the envelope on quality and meeting players' expectations, and infusing a genuine passion for games in the decision-making process.

Returning to Ubisoft in 2025 to join its internal transformation committee, Charlie has brought a fresh perspective, in-depth knowledge of the industry and a commitment to combining innovation with a player-first mindset.

Charlie completed his Bachelor's degree in Business Management from the University of Warwick, and a Master of Science in Computer Science at University College London.

Read more on this announcement in our [Ubisoft News article](#).

Contacts

Investor Relations

Alexandre Enjalbert
Head of Investor Relations
+ 33 1 48 18 50 78
alexandre.enjalbert@ubisoft.com

Press Relations

Michael Burk
VP, Corporate Communications
+ 33 1 48 18 24 03
michael.burk@ubisoft.com

About Ubisoft

Ubisoft is a creator of worlds, committed to enriching players' lives with original and memorable entertainment experiences. Ubisoft's global teams create and develop a deep and diverse portfolio of games, featuring brands such as Assassin's Creed®, Brawlhalla®, For Honor®, Far Cry®, Tom Clancy's Ghost Recon®, Just Dance®, Rabbids®, Tom Clancy's Rainbow Six®, The Crew® and Tom Clancy's The Division®. Through Ubisoft Connect, players can enjoy an ecosystem of services to enhance their gaming experience, get rewards and connect with friends across platforms. With Ubisoft+, the subscription service, they can access a growing catalog of more than 100 Ubisoft games and DLC. For the 2024–25 fiscal year, Ubisoft generated net bookings of €1.85 billion. To learn more, please visit: www.ubisoftgroup.com.

© 2025 Ubisoft Entertainment. All Rights Reserved. Ubisoft and the Ubisoft logo are registered trademarks in the US and/or other countries.