



PRESS RELEASE

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[Ubisoft.com](https://www.ubisoft.com)

Ubisoft Appoints Katie Scott as Vice President of Editorial

Katie Will Join the Global Creative Office to Partner with Ubisoft's Production Teams to Shape the Creative Vision of its Games

PARIS – March 28, 2023 – Today, Ubisoft announced that Katie Scott, a game designer with more than a decade of experience in video game production, has been appointed as Vice President of Editorial.

Based in Vancouver, Canada, Katie is the newest addition to Ubisoft's Global Creative Office, which collaborates with the company's production teams around the world to power the creative vision behind Ubisoft's vast portfolio of games and franchises.

In her role as VP of Editorial, Katie will be responsible for ensuring alignment between production teams and the group's overall editorial strategy.

Katie's decade-long career in the video game industry includes roles in game design at Electronic Arts and, most recently, Xbox's The Coalition Studio, where she worked as Game Design Director on the Gears of War Universe. She has contributed to more than a dozen titles, including *Gears 5* and four FIFA games. A passionate diversity and inclusion advocate in the video game industry, Katie has over the course of her career designed and implemented a variety of initiatives, such as a framework to help production teams ensure meaningful representation in their games. She also acted as The Coalition Studio's Accessibility Champion.

"I am excited to join Ubisoft and collaborate with its talented, international teams to build memorable experiences that bring together players from around the world," said Katie. "Ubisoft's brands are some of the most beloved in the industry, and I look forward to working with our production teams to help shape the creative vision behind them."

"Katie is an expert in game design and editorial strategy, with a solid track record of leading diverse teams on complex, multifaceted productions," said Marie-Sophie de Waubert, Senior Vice President of Studio Operations. "I am confident that as a member of the Global Creative Office, she will empower our production teams to co-build Ubisoft's creative vision across our portfolio, and help us continue to develop inclusive titles that players from every walk of life can enjoy."

Note to Editors – Katie Scott’s Biography

Katie Scott is an award-winning game designer with more than a decade of experience in the video game industry. She most recently worked as Game Design Director at The Coalition Studio, where she was responsible for the strategy, development, and execution of the vision for multiplayer, multiplayer gameplay, metagame, live service, and monetization in the Gears of War universe. She has shipped nearly a dozen titles during her career, including *Gears 5* and four FIFA games. A dedicated advocate for diversity, inclusion, and accessibility, Katie also led efforts to enable everyone to enjoy The Coalition’s games as the studio’s Accessibility Champion. She has designed D&I frameworks and led inclusion initiatives throughout her career, earning her Electronic Arts’ top award – Purposes and Beliefs – during her 10 years there as a game designer.

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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 2021–22 fiscal year, Ubisoft generated net bookings of €2,129 million. To learn more, please visit: www.ubisoftgroup.com.

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