



## **PRESS RELEASE**

*For immediate release*

# **JULIAN GERIGHTY APPOINTED EXECUTIVE PRODUCER FOR TOM CLANCY'S THE DIVISION BRAND**

**PARIS, SEPTEMBER 21, 2023** – As part of Ubisoft's ongoing commitment to grow its globally recognized brands, Ubisoft is happy to announce that Julian Gerighty has been appointed as the new Executive Producer for the billion-dollar brand Tom Clancy's The Division®. As Executive Producer, Julian Gerighty will oversee all The Division games and products, including Tom Clancy's The Division 3, led by Massive Entertainment who is actively building a team for the game.

This announcement represents Ubisoft's dedication to the longevity of the brand. In his new role, Julian will drive the many interdependent production elements of The Division brand in a unified direction. This includes development oversight, operations, and creative vision together with the development teams around the world who are currently developing the mobile game Tom Clancy's The Division Resurgence, Tom Clancy's The Division Heartland, and Tom Clancy's The Division 2.

"Julian's dedication and understanding of the brand together with his extensive background in game development makes him a perfect match for the job of ushering in a new era of Tom Clancy's The Division," says Thomas Andr en, Managing Director at Massive Entertainment - a Ubisoft Studio.

"His ability to cultivate collaborative relationships will play a key role in Tom Clancy's The Division's future, with its nearly 40 million players across all titles."

Julian remains fully committed to making Star Wars Outlaws a success both for the development team and fans. He will remain on the project through launch to ensure the game meets the intended creative vision and provides a great experience for players.

Julian's extensive experience in the game industry - from the beginning of his career at the Ubisoft head office in Paris to working on blockbuster Ubisoft brands such as Tom Clancy's Splinter Cell™, Tom Clancy's Ghost Recon®, The Crew®, and Tom Clancy's The Division - will play an invaluable part in his work as Executive Producer.

“There are only a few games that I can genuinely say blew me away the first time I saw them, and Tom Clancy’s The Division is one of them. I was immediately hooked, like so many others who are part of our devoted player community,” shared Julian Gerighty, Executive Producer of Tom Clancy’s The Division. “It’s a privilege and an honor to be able to continue to build incredible and unforgettable experiences in this amazing world with the most talented teams around the world, and I can’t wait for what’s next.”

Stay updated on the latest news from Massive Entertainment and future job openings via [massive.se](https://massive.se)

## **About Massive Entertainment - a Ubisoft Studio**

*Founded in 1997 and part of the Ubisoft family since 2008, Massive Entertainment – a Ubisoft Studio is a world leading game studio based in Malmö, Sweden. Massive Entertainment brought the record-breaking new IP Tom Clancy’s The Division® to players around the world in 2016. The game quickly became the fastest selling game in Ubisoft history. The game also played a key part in the creation of the in-house engine Snowdrop, which today is used at Ubisoft studios all around the world.*

*With the release of Tom Clancy’s The Division® 2 in 2019, the studio once again proved its expertise and innovation, allowing Tom Clancy’s The Division franchise to become a billion-dollar brand, reaching over 40 million players worldwide.*

*Massive Entertainment is currently leading the development of Avatar™: Frontiers of Pandora set in the world of James Cameron’s prominent Avatar™ film franchise and collaborating with Disney and Lucasfilm Games on Star Wars™ Outlaws.*

## **About Ubisoft**

*Ubisoft is a world creator committed to enriching players’ lives through unique and memorable gaming experiences. Its international teams create and develop a diverse portfolio of games, including brands such as Assassin’s Creed®, Brawlhalla®, For Honor®, Far Cry®, Tom Clancy’s Ghost Recon®, Just Dance®, The Lapins Crétins™, Tom Clancy’s Rainbow Six®, The Crew® and Tom Clancy’s The Division®. Through Ubisoft Connect, players enjoy a service ecosystem to enhance their gaming experience, earn rewards, and stay connected with their friends across any platform. The Ubisoft+ subscription offer also allows them to enjoy a catalogue of over a hundred titles and downloadable content (DLC) from Ubisoft. For the fiscal year 2022-23, Ubisoft’s net bookings amounted to 1.74 billion euros. For more information, go to: [www.ubisoftgroup.com](https://www.ubisoftgroup.com).*

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