

The Ubisoft Graduate Program, as serious about your career as you.

learning with experts

2 years in 2 studios – an international experience

active member of a production team

One path, the right one.

As a Joining Graduate, you will have selected the track you want to follow (Project Management, UX Design, Gameplay / AI Programming or Online Programming), and we will help you grow within that specialization. You will learn new skills and hone those you already have. It's the proven pathway to becoming a recognized expert.

International career accelerator.

The Ubisoft Graduate Program is a genuine career accelerator. You will specialize, gain expertise, and then jump up to the next level when you are ready. You will also benefit from invaluable international experience. Communicating with other countries and cultures every day is the norm here.

A program as unique as you.

With the Ubisoft Graduate Program, you will work with your direct managers and mentors to define the path you would like to take to gain new experiences and skills. Of course you will need to prove yourself each step of the way, but the challenge is half the fun. You will seize the many opportunities to express and test your unique talents.



JOIN US

If you're ready to help take the world of gaming to a whole new level, the Ubisoft Graduate Program is ready to help you get there. Challenge yourself, your talent, and get your career on course.

Timeline

- Apply online from January 1
- Closing deadline February 28
- Selection process February to April 30
- Program start date from July to September

Selection Process

- Local interviews
- Technical tests
- Interviews with experts/Assessment Day

ubisoftgraduateprogram.com



JOIN THE

UBISOFT GRADUATE PROGRAM

UX DESIGN | PROGRAMMING | PROJECT MANAGEMENT

WHERE YOUR TALENT MEETS OUR CAREER ACCELERATOR.

ubisoftgraduateprogram.com



Video Games, a true business heavyweight.

Gaming is thriving with the digital revolution and is one of entertainment's most powerful players. Our sector can look forward to an increasingly bright and bold future, especially with the advent of VR innovations and the success of e-sport.

138 billion € generated by the video game industry in 2018

3.2 billion players across the globe

Ubisoft, it all happens here.

More than 17,000 creative minds in **45** studios

More than **140** million of Assassin's Creed games sold

2.029 billion € in net bookings

100 million unique players

More than **30** years of innovation

6 new studios joining the Ubisoft family since 2017: Stockholm, Mumbai, Odesa, Winnipeg, 1492 Studio, and Blue Mammoth Games

UX DESIGN



YOUR SKILLS

- Bachelor's or Master's degree in Game Design, Interaction Design/Human Computer Interactions/Ergonomics, Cognitive Sciences or Gameplay Programming with less than 1 year of experience (excluding Internships)
- Cognitive Sciences
- Game Design
- UI & Ergonomics

As part of the production team, you play a critical role translating the vision of the game into a comfortable experience for the player. You help build a consistent immersive player experience. You will have an impact on gamefeel, Game Design, UI design, and playtest. UX spans a wide variety of universes and genres – VR, online, multiplayer – offering you countless challenges and opportunities to innovate.



Valentin
—
Manager,
Bucharest

"We are always happy to have a new team member join us as part of the Graduate Program. It allows us to have talented young people from different countries and cultures. Each new team member brings new ideas and challenges the status quo, even though they may have little experience. In return, I challenge them as much as I can, giving them tasks that stretch their limits. I find out what appeals to them personally and match tasks to their specific areas of interest and level of capability. Graduates are usually ambitious people."

ONLINE PROGRAMMING

YOUR SKILLS

- Bachelor's or Master's degree in Engineering or Computer Science with less than 1 year of experience (excluding Internships)
- Software Development principles
- Excellent C++ Programming
- Server Programming and Database Programming (MySQL, Redis...)

As a core member of the game development team, you play a role in ensuring that millions of players can be simultaneously immersed in a seamless and rich game experience. You help create, integrate and maintain game-related online services. You also help determine systems behavior under normal or peak loads to optimize performance, and make adjustments to cope with bandwidth constraints. All this adds up to a robust online experience. With all games now being connected, online has become a core challenge in gaming.



Anas
—
Online Programmer,
Arany and Montpellier

"I never dreamed I would be working on Assassin's Creed and Ghost Recon, but that's my reality. The video game industry is more fun than the computer industry, less routine and is evolving a lot faster than software. During my first two months at Ubisoft I created my own tool – they let me loose to do it. It's a web server framework that lets you monitor games, and today we use it in the studio. What I loved about the Graduate Program was changing studios after a year. You land in a new project with a new engine, new technologies, new things to learn and new people to meet."

GAMEPLAY / AI PROGRAMMING



YOUR SKILLS

- Bachelor's or Master's degree in Engineering or Computer Science, with less than 1 year of experience (excluding Internships)
- Good C++ Programming
- Object-Oriented Development and Software Development process
- Games Systems and Mechanics

You are actively involved in developing the interactivity of the game. You turn game design rules and gameplay elements (features, animation, sound, etc.) into playable sequences. To achieve this you work closely with designers, artists, animators and other game development team members. For fluid gameplay, you intervene at every phase: conception, implementation, optimization, and debugging of the gameplay code. Ultimately, your goal is to deliver a comfortable, immersive and fun game experience for players.



Amelie
—
Junior Programmer,
Berlin

"Getting to work with people of diverse backgrounds every day and constantly interacting with skillful developers from all around the world is the best part of my job at Ubisoft. By sharing contacts, organising talks, training sessions and helping us getting into the Ubisoft community, the Graduate Program created many opportunities for us to take big steps forward in our learning path."

PROJECT MANAGEMENT

YOUR SKILLS

- Bachelor's or Master's degree in Business Administration, Economics, Project Management or Engineering with less than 1 year of experience (excluding Internships)
- Excellent communication
- Agile, proactive and customer oriented
- Analytical and problem solving

As a member of a game development team, you help monitor project deliverables, keeping an eye on deadlines, budget and quality. You are an active project facilitator, ensuring smooth, clear and constant communication between designers, artists, animators, programmers or brand managers, often spread out across several locations. You will work on your leadership and management skills, following the lead from your direct manager. The bottom line: helping achieve the team's aim to create successful, innovative games.



Tinas
—
Project Manager,
Red Bull and
Paris 13

"I personally was the most junior person in my project and that definitely pushed me to learn from experienced people from multiple disciplines. For my year in Paris, I really look forward to seeing and experiencing first-hand how it is to be in a role that differs from my first one but is still closely related. Also, I am looking forward to learning more about the French culture!"