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

International career accelerator. The Ubisoft Graduate Program is a genuine career accelerator. You will speculate, 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 path, the right one. As a joining Graduate, you will have selected the track you want to follow (Project Management, UI 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.

One member of a production team. Learning with experts, 2 years in 2 studies - an international experience.

JOIN US

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

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WHERE YOUR TALENT MEETS OUR CAREER ACCELERATOR.

Ubisoft, it all happens here.

- More than 17,000 creative minds in 45 studios
- 2,029 billion € in net bookings
- 100 million unique players
- 6 new studios joining the Ubisoft family since 2017: Stockholm, Montreal, Chicago, Wroclaw, 1462 studio, and the Macronsoft Games
- 138 accolades for its videogames, and more than 1 billion players worldwide
- More than 140 million of Assassin’s Creed games sold
- 30 years of innovation

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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 gameplay, game design, UI/UX design, and playtesting. UX spans a wide variety of universes and genres – VR, online, multiplayer – offering you countless challenges and opportunities to innovate.

"We are always happy to have a new team member join us as part of the Graduate Program. It allows us to hire talented young people from different countries and cultures. Each new team member brings fresh ideas and challenges the status quo, even as they face their first challenges. However, UX is not a one-size-fits-all role; you need to be adaptable and self-driven. You need to be comfortable with ambiguity and challenge your assumptions. You need to be self-motivated and able to work in a fast-paced environment."

"Never mind the day you 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. We're not working on making a lot faster or less software. During my first two years at Ubisoft, I learned how to do it. It's a web server framework that feels like making a game."

You are actively involved in developing the interactivity of the game. You turn game design rules and gameplay elements (characters, animation, sound, etc.) into pleasurable 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: concept, implementation, optimization, and debugging of the gameplay code. Ultimately, your goal is to deliver a comfortable, immersive, and fun game experience for players.

"Getting to work with people of diverse backgrounds every day and constantly interacting with skilled developers from all around the world is the best part of my job at Ubisoft. By getting to meet and collaborate with other team members, I can develop new ideas. Each year of the Graduate Program provides me with exciting opportunities for me to take big steps towards our learning paths."

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.

"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 had to work on understanding first-hand how to be in a role that differs from my first job but is still closely related. Also, I am looking forward to learning more about the French culture."

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 maintain and integrate game-related online services. You also help determine systems behavior under normal and 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.