



UBISOFT®

**Ubi meets the
students**

May 22nd, 2013

UBISOFT

1 Ubisoft - a global network of talented people

2 What do we do?

3 Heroes Wanted



UBISOFT - A GLOBAL NETWORK OF TALENTED PEOPLE

UBISOFT

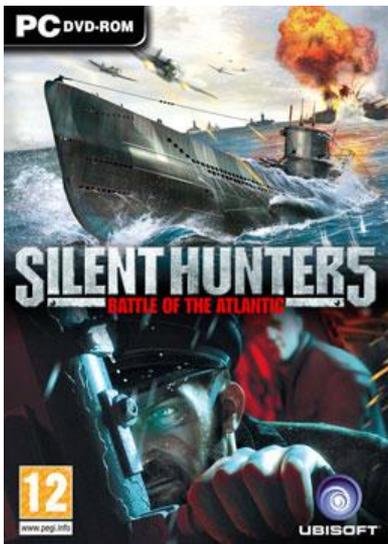
- Over **8,350** talented people
- Located in **28** countries across the globe
- **80% (6,718)** of its staff devoted to game development
- ✓ Ubisoft has the **second** largest in-house creative team in the world
- Expansive distribution network in **55** countries

.....

Assassin's Creed®[®], Tom
Clancy's Ghost Recon®[®],
Driver®[®], Rabbids®[®],
Rayman®[®], Far Cry®[®],
Just Dance®[®]

.....

UBISOFT CRAIOVA





WHAT DO WE DO?



Domains

1

PROGRAMMING

2

GRAPHICS

3

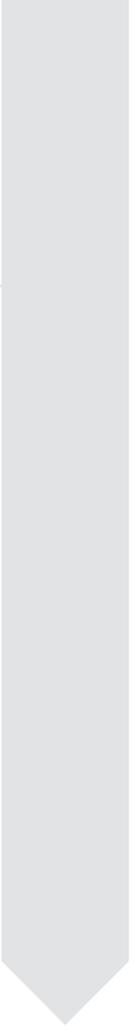
DESIGN & TESTING



Domains

1

PROGRAMMING



1 GENERAL PROGRAMMING

2 RENDER PROGRAMMING

3 GAMEPLAY PROGRAMMING

4 NETWORK PROGRAMMING



GENERAL PROGRAMMING

Feature Development Process



Engine & Middleware Tools

Tools



Engine



Tools programmer

Engine programmer

Everything can change

Much more static

Focus on productivity

Focus on efficiency

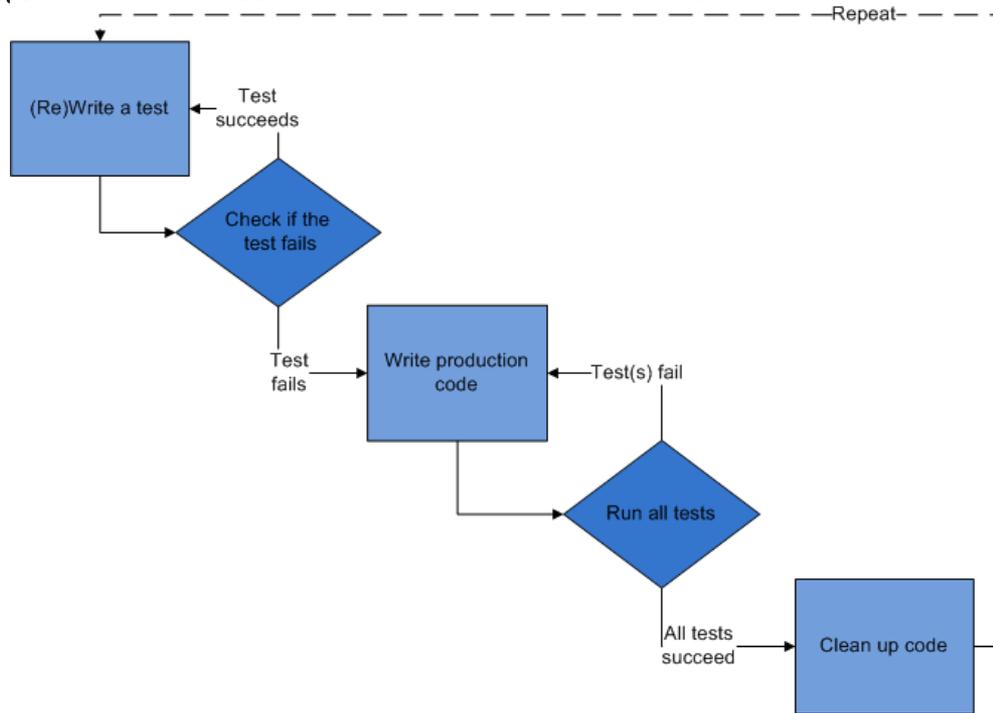
C#

C++

But we all work together!

Test-driven development

- *Ensure greater stability*
- *Let you integrate TDD into your development cycle.*



From 3DS Max To Game

Creates the custom
Max Export Tool

Programmer

Creates generic behaviors
(Physics, AI...)

Fixes, identifies bugs

Behavior
Repository

3DS Max

Custom Behavior
Editing Tool

Game

Artist

Creates 3D Model

Info-designer

Edits a specific behavior
by tuning parameters



Questions, comments?



Domains

2

GRAPHICS

DEFINITION

~~Graphics (from Greek γραφικός graphikos) are visual presentations on some surface, such as a wall, canvas, screen, paper, or stone to brand, inform, illustrate, or entertain. Graphics word is derived from the word graph....~~

HUH?

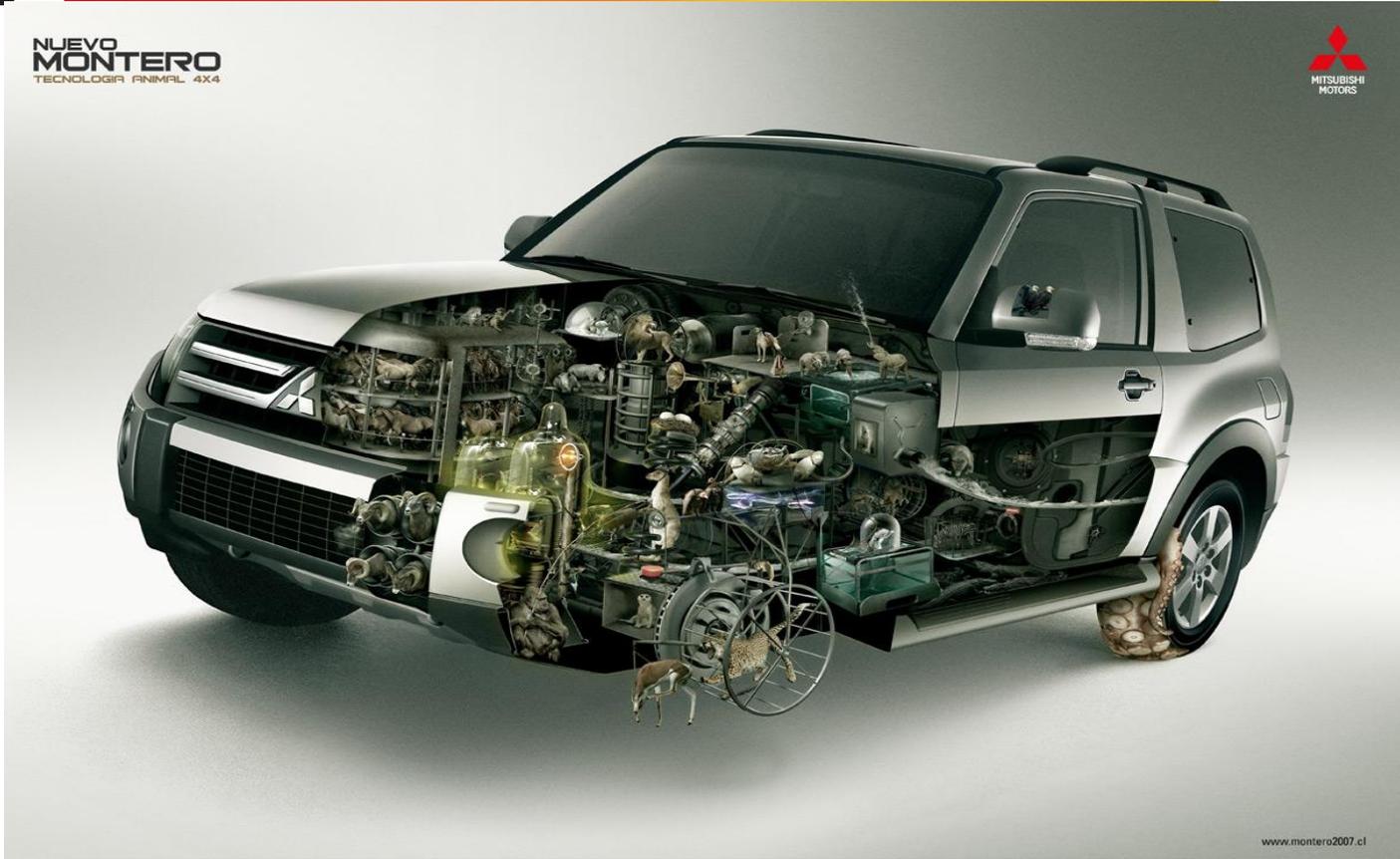


LET'S TRY AGAIN !

Graphic design / illustration (vector work)

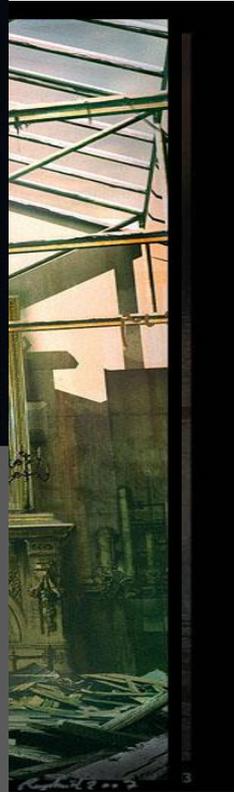


Photograph manipulation



Painting + drawing

(matte paintings/ concept art / storyboard)



Animation sprites, and gif animations



Interface and web



Colors - Setting the Mood



VIDEO GAMES

They provide by far the most immersive pleasurable, rewarding, original, creative, beautiful and sensuous experience of any medium available today.

Evolution of the gaming market across all platforms requires high-end graphic development and production.



GRAPHICS DOMAINS

- **2D graphics**

- *concepts*
 - *textures*
 - *vector elements*
 - *logos*
 - *User Interfaces*
 - *compositions*
-

- **3D graphics**

- *models*
- *compositions*
- *renders*

- **Animation**

- *2D & 3D animations*

GAMES ASSETS -PIPE

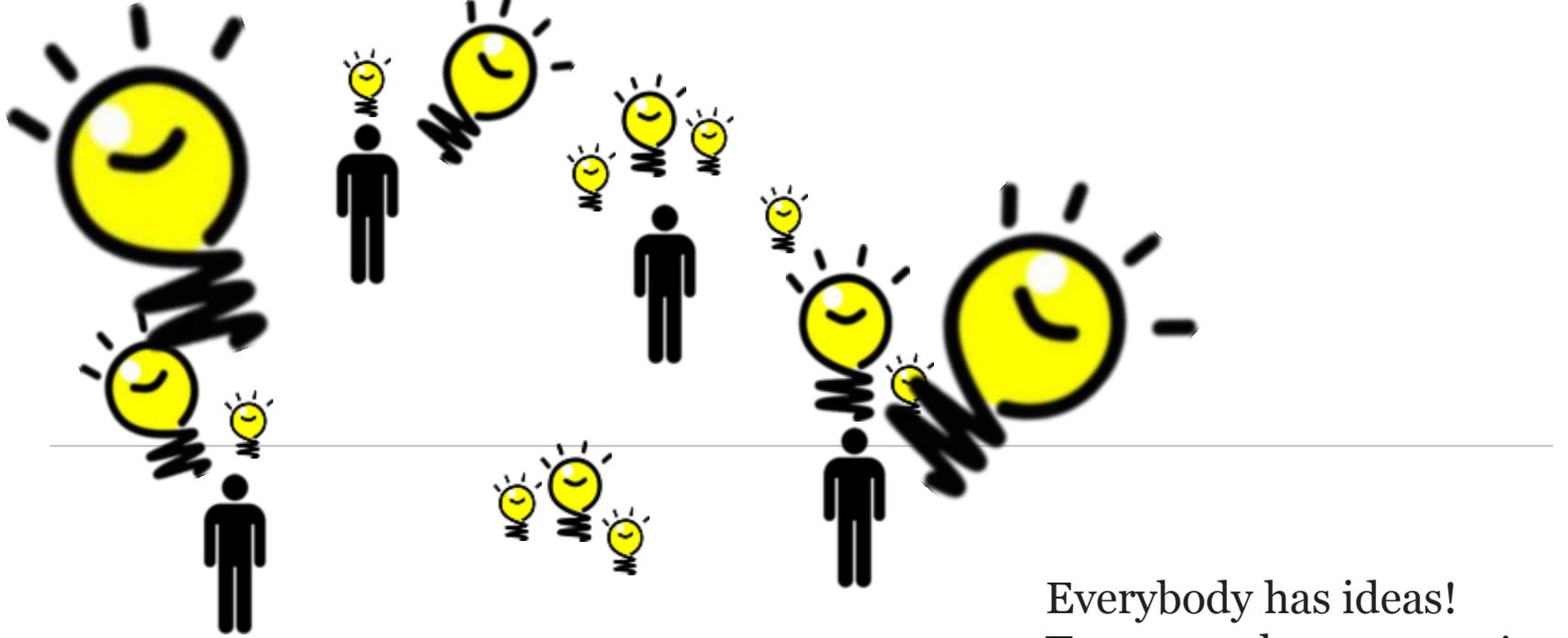
Concept – Model –



Assets pipeline

VERY IMPORTANT !

USE THE COLLECTIVE MIND



Everybody has ideas!
Try as much as you can!



Domains

3

DESIGN & TESTING

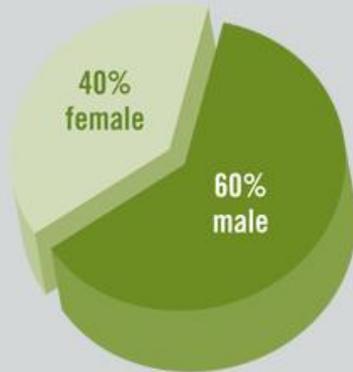
Do you play video games?



Who plays video games?

WHO PLAYS?

GENDER OF GAME PLAYERS

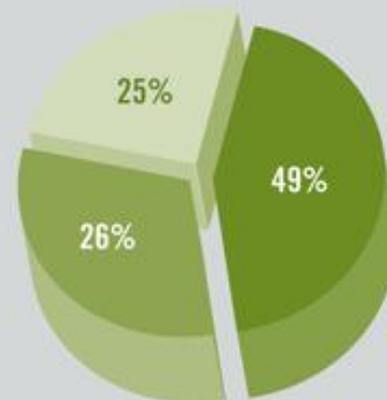


WOMEN age 18 or older represent a significantly greater portion of the game-playing population (33%) than boys age 17 or younger (18%).

The average game player age is:

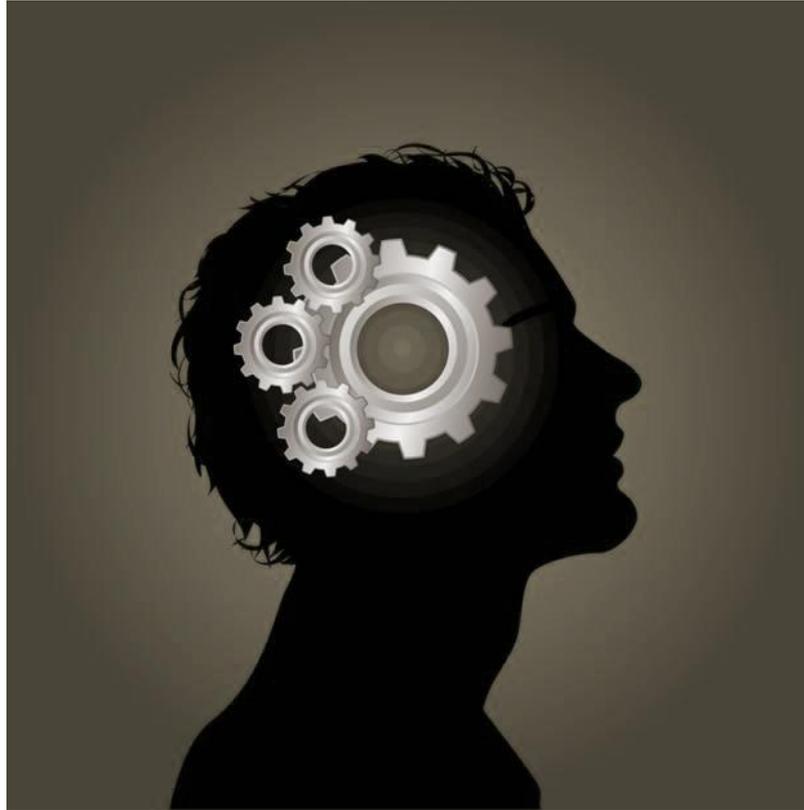
35

AGE OF GAME PLAYERS



25% under 18 years
49% 18-49 years
26% 50+ years

What is a game designer?



Required skills

- *Develop core concepts, game systems, and game content.*



Required skills

- *Conceptualize, create and maintain detailed game design documentation throughout the project cycle*



Required skills

- *Balance and adjust gameplay experiences*



What is a level designer?



Required skills

- *Conceptualize, design, script, direct, and build levels for video game products.*



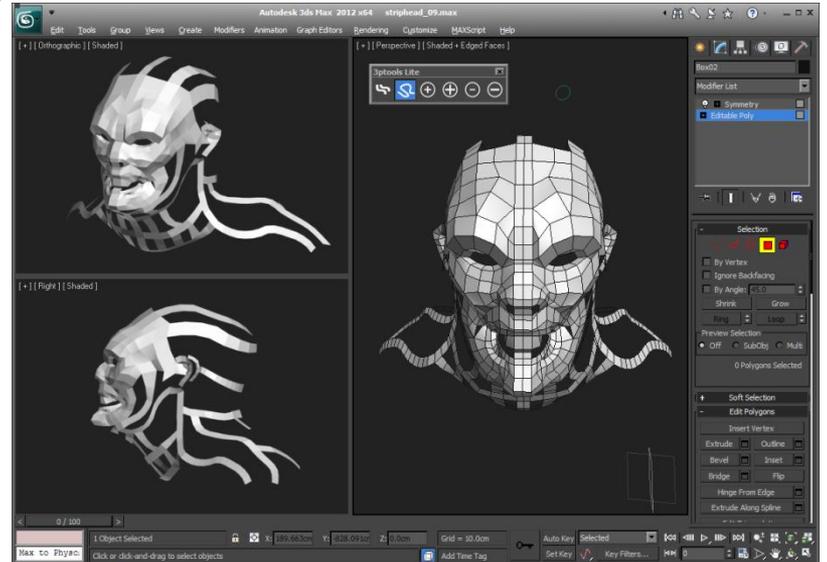
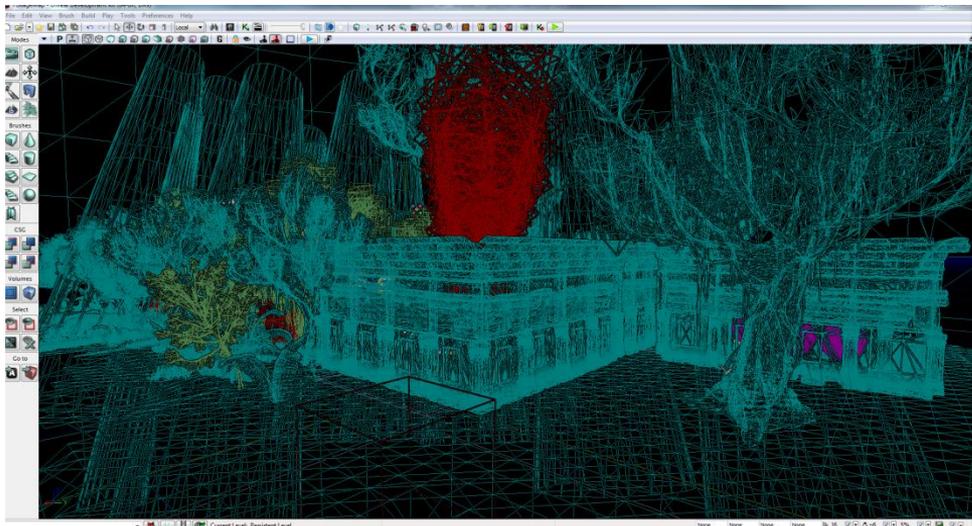
Required skills

- *Design and implement areas of the game including layout, character placement, and other gameplay related entities*



Required skills

- *Game level editors knowledge*
- *Scripting systems*
- *3D Modeling applications*



Questions?



Testers



GAMER

GAME TESTER



**Game
Tester**



Required skills



- *Passionate gamer with experience of console and PC titles;*
- *Excellent communication skills and spoken/written English;*
- *Proactivity;*
- *Capacity to work on his/her own, autonomously organizing his/her tasks;*



Questions?





HEROES WANTED

People's

CORNER

HEROES
WANTED

Job openings *Internships* *Trainings*



1 Job openings

OUR [PROGRAMMERS]
ARE INSANELY GOOD

HEROES
WANTED



C/C++
C#
Android
iOS

1

Job openings

OUR [ARTISTS]
ARE HANDS-DOWN THE BEST

HEROES
WANTED



RAYMAN
THE GLADE OF DREAMS
ARMLESS HERO



ANAÏS DUSAUTOIS
UBISOFT MONTPELLIER
ANIMATOR

UI
Texture
Concept
Model

1

Job openings

Characters
Animation

OUR [ANIMATORS]
LEAP FIRST

HEROES
WANTED



CONNOR
18TH CENTURY AMERICA
PROFESSIONAL ASSASSIN



JONATHAN COOPER
UBISOFT MONTREAL
ANIMATION DIRECTOR



1

Job openings

Level
Game
Designer

OUR [DESIGNERS]
ARE ON ANOTHER LEVEL

HEROES
WANTED



MONICA ROQUE
UBISOFT TORONTO
LEVEL DESIGNER

SAM FISHER
IN THE SHADOWS
ULTIMATE INFILTRATOR

2 Internships

- Recruiting campaign – June, 1st - 30th
- Domains: Programming and Graphics
- CV (+portfolio): hr.craiova@ubisoft.com

3 Craiova Gaming Center

- Recruiting campaign – September, 1st - 30th
- Domains:
 - Programming
 - Graphics
 - Design
- CV (+portfolio): hr.craiova@ubisoft.com

&

THANK YOU!

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