



## JEAN-MARC GEFFROY

### CREATIVE MANAGER

Jean-Marc has been in the the video game industry for over 22 years. He has started as an artist on Rayman 1 and has worked on several Ubisoft major brands.

Now as Creative Manager for Ghost Recon Wildlands, he is leading the creative force and creative process to take Ghost Recon in a fresh and exciting new direction.

