



SAM STRACHMAN

NARRATIVE DIRECTOR

Sam has been writing video games for over 12 years. He worked in both publishing and the movie industry before joining Ubisoft where he has worked on a number of properties, including The Crew.

As Narrative Director for Ghost Recon Wildlands, he is excited about telling stories in new and innovative ways.

TOM CLANCY'S
GHOST RECON
WILDLANDS