

MARC NOTO

Director of Production · Senior Producer · Head of PMO / Program

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18+ yrs

Production & program leadership, 4 industries

3 Ubisoft AAA

Credited titles: AC Shadows, Black Flag Resynced, Skull & Bones

US\$27.8M

HOOQ gross revenue, up from US\$10M

US\$9.85M

Disney+ Hotstar partnership secured

EXECUTIVE PROFILE

Production and program leader with 18+ years delivering complex products across AAA games, streaming media, fintech and e-commerce in 5+ countries.

Currently leads production for six technical teams (20+ people) on the Anvil engine pipeline that powers Ubisoft's Assassin's Creed franchise. Credited on *Assassin's Creed Shadows*, *Black Flag Resynced* and *Skull & Bones*.

Built delivery functions from the ground up, including a regional PMO and a 15-person program team across 5 markets, and turned them into business results. Helped grow HOOQ's gross revenue from US\$10M to US\$27.8M and helped secure a US\$9.85M partnership with Disney+ Hotstar.

Known for turning multi-studio, multi-country complexity into one plan the whole organization can run with. Bilingual in English and French (C2). Seeking Director / VP of Production roles in Singapore, Asia and Europe.

CAREER HIGHLIGHTS

AAA SHIPPED Ubisoft	Credited on <i>Black Flag Resynced</i> (2026), <i>Assassin's Creed Shadows</i> (2025) and <i>Skull & Bones</i> (2024). Leads 6 engine-pipeline teams working with Montreal leadership.
REVENUE GROWTH HOOQ	Helped grow HOOQ's gross revenue from US\$10M to US\$27.8M (55% year on year) as Head of Program, Southeast Asia.
PARTNERSHIP HOOQ	Helped secure a US\$9.85M partnership with Disney+ Hotstar at C-suite level.
SCALE Pixmania	Managed marketplace operations worth about US\$150M a year (15% of revenue) at Pixmania, one of Europe's largest e-commerce platforms.
ORGANIZATIONAL GROWTH Kamelean · HOOQ	Built a regional PMO from the ground up at Kamelean, and a 15-person program team across 5 countries at HOOQ.

CORE COMPETENCIES

DELIVERY & GOVERNANCE

Production Direction Program & Portfolio Management PMO Design & Governance
Waterfall (PMBOK, PRINCE2), Agile (Scrum, Kanban) & Hybrid SAFe & MSP (portfolio level)
Release & Milestone Management OKR / KPI Frameworks

PLANNING & FINANCIAL CONTROL

Work Breakdown Structures Critical Path Analysis Dependency & Risk Management
Baseline Management Budgeting & Forecasting Earned Value Management (EVM)
Business Case Evaluation

LEADERSHIP

Multi-Studio & Cross-Functional Leadership C-Suite Stakeholder Management
Change Management Strategic Partnerships Vendor Management Team Building & Mentoring

DOMAIN

AAA Game Development Pipelines Live Service / GaaS OTT Streaming Fintech & Payments
E-Commerce Marketplaces CI/CD & Build Systems

TOOLS & AI

JIRA & Confluence (expert) Microsoft 365 Notion Airtable Miro GitLab GitHub
Supabase Vercel OrbStack Claude Code ChatGPT Gemini Copilot

PROFESSIONAL EXPERIENCE

UBISOFT SINGAPORE Singapore **AAA GAMES** Aug 2020 – Present

Associate Producer, Anvil Pipeline · Assassin's Creed franchise Aug 2023 – Present

Leads production and portfolio strategy for six engine-pipeline teams (20+ people: build systems, reliability, tools validation, rendering) behind *Black Flag Resynced* and *Assassin's Creed Shadows*.

- **Portfolio & roadmap:** Owns the cross-team delivery roadmap for next-gen rendering, performance and platform technology (RTGI, Micro Poly, DLSS / FrameGen / PSSR, unified resource streaming), coordinating expertise, timelines and dependencies across studios.
- **Governance:** Set up OKR tracking, cross-team dependency mapping and stakeholder reporting across all six teams, improving code quality and keeping technical documentation up to date.
- **Global change & talent:** Drives the global production-flow change strategy with Montreal leadership. Founded a cross-project tech community and wrote promotion cases for architect-track specialists.
- **AI adoption:** Built LLM-based tools on JIRA that streamline milestone planning, estimation and task assignment, saving hours every week in backlog preparation and meeting setup.

Associate Producer, Skull & Bones Aug 2020 – Aug 2023

- Led production on a AAA open-world multiplayer title through critical development, alpha and beta phases. Credited on release (2024).
- Introduced Scrum and Kanban, owned end-to-end roadmaps, and set up risk, feedback and Level-of-Quality (LOQ) validation processes.
- Coordinated multi-site dependencies and release milestones across Singapore, Montreal and European studios.

HOOQ Singapore · 5 APAC markets **OTT STREAMING** Mar 2018 – Jul 2020

Head of Program, Southeast Asia · Southeast Asia's largest OTT streaming platform

- Built and led a 15-person cross-functional program team across Singapore, Thailand, the Philippines, Indonesia and India.
- Helped grow gross revenue from US\$10M to US\$27.8M, averaging 55% year-on-year growth.
- Helped secure a US\$9.85M strategic partnership with Disney+ Hotstar, and advised the C-suite on regulatory and commercial strategy.
- Led partner and platform integration (content licensing, video delivery, AVOD / TVOD payments, user management) across 5 regulated markets.

MATCHMOVE PAY Singapore **FINTECH** Apr 2015 – Mar 2018

Director of Agile Delivery · regional fintech and payments platform

- Directed delivery of regional programs worth more than US\$5M, leading teams of 10–50 internal and outsourced staff.
- Introduced Scrum, Kanban and change management; built the JIRA, Confluence and Service Desk stack and multi-jurisdiction compliance governance.

PIXMANIA / E-MERCHANT GROUP France · Singapore **E-COMMERCE** Sep 2007 – Apr 2012

Senior Business Analyst & Marketplace Manager · part of Dixons Retail

- Managed marketplace operations worth about US\$150M a year (15% of revenue) for one of Europe's largest e-commerce platforms, including Amazon UK and eBay Europe in 5 countries.
- Introduced Scrum for the B2B division (Pixmania-Pro) and wrote functional specifications for B2B, front- and back-office systems.

EARLIER ROLES

- **Regional PMO Manager**, Kamelean · Jan 2014 – Apr 2015 · Built the PMO and QA function from the ground up in 4 countries.
- **Project Manager**, Yoose · May 2012 – Dec 2013 · Led Agile delivery for a mobile advertising platform.

EDUCATION & LANGUAGES

Master, Marketing & European Management · IDRAC Business School, Montpellier, France · 2006

Master, International Business Management · East China University of Political Science and Law, Shanghai · 2005

English ●●●●● C2 bilingual **French** ●●●●● C2 bilingual **Spanish** ●●●●● A2