



Carentoir, France – June 26, 2025

Change of governance effective July 1, 2025

Guillemot Corporation S.A., a leading player in the gaming accessories and digital audio space, is today announcing a significant change in its governance arrangements.

The company is notifying its shareholders that the Board of Directors, at its meeting of June 5, 2025, decided to separate the roles of Chairman of the Board of Directors and Chief Executive Officer.

At that same meeting, the Board of Directors agreed that Claude Guillemot should continue to serve as Chairman of the Board of Directors and voted to appoint Valentin Guillemot as Chief Executive Officer with effect from July 1, 2025.

Claude Guillemot has grown the company thanks to his ambitious strategic and financial goals. His flair for innovation enabled the business to establish itself in the market while remaining true to its values. As Chairman of the Board of Directors, he will continue to guide the company's overall direction, working closely with senior management.

Valentin Guillemot, who since joining the Group has steadily taken on more responsibility, will be able to realize his full potential as Chief Executive Officer.

Having joined the Group in 2022, Valentin Guillemot gradually took charge of operations of the Canadian subsidiary Guillemot Inc., becoming its Vice President in 2024.

From its earliest days, the company has always been guided by strong values: innovation, passion, quality and an openness to users' needs. Even now, these principles remain at the heart of the company's commitments.

Guillemot Corporation is a designer and manufacturer of interactive entertainment hardware and accessories. The Group offers a diversified range of products under the Hercules and Thrustmaster brand names. Active in this market since 1984, the Guillemot Corporation Group is currently present in 11 countries (France, Germany, Spain, the UK, the United States, Canada, Italy, Belgium, Romania, the Netherlands and China/Hong Kong) and distributes its products in more than 150 countries worldwide. The Group's mission is to offer high-performance, ergonomic products which maximize the enjoyment of digital interactive entertainment for end users.
Contact: Guillemot Financial Information – Tel.: +33 (0) 2 99 08 08 80 - www.guillemot.com

ISIN: FR0000066722

Guillemot Corporation S.A.

A public limited company (*société anonyme*) with capital of €11,309,359.60 – Registered company number 414 196 758 Vannes
Headquarters: 2 Rue du Chêne Héleuc, 56910 Carentoir, France

About Claude Guillemot

Claude Guillemot has a master's degree in economics from Université de Rennes 1 and a university certificate in industrial IT from ICAM Lille.

In 1984, together with his four brothers, he founded the Guillemot Corporation Group in Carentoir, in the Morbihan region of Brittany.

In 1986, the five Guillemot brothers founded Ubisoft Entertainment, which specializes in the design and production of interactive PC and console games. In 2000, they also formed Gameloft, which would go on to become a major player in downloadable video games for smartphones.

As well as Chairman and Chief Executive Officer of Guillemot Corporation, Claude Guillemot is also Deputy Chief Executive Officer of Ubisoft Entertainment. For a number of years he served as Chairman of Le Club des Trente, a think tank made up of major entrepreneurs from Brittany. Deeply committed both to his region and to entrepreneurial values, he has led non-profit Passeport Armorique in its development of local talent since 2009. The organization supports student entrepreneurs by assigning them a mentor from the corporate world to help guide them in bringing their projects to fruition.

About Valentin Guillemot

A graduate of both EDHEC Business School (with a Bachelor's degree in Marketing and a Master of Science in Marketing management) and MIT (Certificate in Additive Manufacturing for Innovative Design and Production), Valentin Guillemot joined the Guillemot Corporation Group in 2022, bringing his appetite for innovation, his drive and his expertise in digital revenue generation.

However, his history with the family business officially began much earlier: in 2013, he worked with Guillemot Corporation's logistics teams to set up a third-party logistics warehouse in Hong Kong.

In the meantime, from 2014 to 2015 Valentin Guillemot worked for Salesforce.com's Sales Strategy and Operations team in Ireland. In 2015, he joined the video games industry at the Ubisoft Entertainment Group, where he contributed in particular to the Rainbow Six Siege project. He progressed within the company, serving for a number of years as its Monetization Director.

His experience has given him a 360-degree view of the product life cycle and corporate strategy. His new position will enable him to fully harness his ambition and innovative thinking to drive the Group's performance.

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