

STUDIO WORKFORCE AT QUANTIC DREAM INCREASED BY 50% IN 2021

The studio reports record financial results for the third consecutive year.

In 2021, Quantic Dream consolidated net results before tax of more than 5.8 M€, achieving a third consecutive year of record profits.

“In a context still affected by the sanitary crisis, the year 2021 was marked at Quantic Dream by results beyond expectations, as well as a significant increase of more than 50% in our workforce, and the materialization of various production partnerships,” states Guillaume de Fondaumière, General Manager of Quantic Dream. *“Our very good financial results are explained by the robust sales of our back catalog titles, and in particular Detroit: Become Human, which surpassed the symbolic one million copies sold on Steam during the year 2021. This title is now Quantic Dream’s biggest commercial success, with over 6.5 million copies sold on PC and PS4 worldwide.”*

Quantic Dream is serenely carrying on the distinct development of its three in-house productions. Now that the pre-production and prototyping phases have been achieved, 2022 will mark a new progression milestone in the production phases of these three unique titles.

“After a year of steady growth in our workforce, we are opening a second major recruitment cycle at our two production sites in Montreal and Paris,” explains Sophie Buhl, Production Director of Quantic Dream. *“In a constant effort to innovate, we are opening up to new types of games and challenges and we will continue to make a major effort in Research and Development. This offers great opportunities to those who wish to work on ambitious and innovative projects, within diverse teams that are more and more led by women.”*

The group also actively supports independent studios Red Thread Games and Parallel Studio, whose titles will also be published by Quantic Dream.

About QUANTIC DREAM

Quantic Dream is a Paris and Montreal-based video game studio created in 1997 by David Cage. The unique narrative experiences offered by The Nomad Soul™, Indigo Prophecy™, Heavy Rain™, Beyond: Two Souls™, Detroit: Become Human™, have reached millions of players around the world and won more than 250 international awards.

As an independent publisher since 2019, Quantic Dream also supports original creators with unique visions, which are brought to life with the help of Quantic Dream’s expertise, means of production, funding, and access to the international market and players.

For more information, visit our official website: <http://www.quanticroam.com>

For career opportunities visit: <http://www.quanticroam.com/careers>

You can find all the news about Quantic Dream on Twitter here: [@Quantic_Dream](https://twitter.com/Quantic_Dream)

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