QUANTIC DREAM ANNOUNCES THE CREATION OF A NEW STUDIO IN MONTREAL

Quantic Dream continues its growth and opens its first studio in North America to recruit experienced talent, who will work on innovative and ambitious AAA titles.
Stéphane D'Astous and Yohan Cazaux are the heart of the new Quantic Dream Montreal team.

PARIS, February 02, 2021 - Quantic Dream, the developer and publisher of the best-selling video games *Heavy Rain™*, *Beyond: Two Souls™* and *Detroit: Become Human™*, today announces the creation of a new studio in Montreal, Canada, one of the most dynamic cities in the world in the field of video game creation.

Stéphane D'Astous, formerly head of Eidos Montreal and founder of Square Enix Montreal, is appointed General Manager of Quantic Dream Montreal. Yohan Cazaux, previously Project Lead Game Designer on *Assassin's Creed Valhalla*, joins him as Gameplay Director for Quantic Dream's new projects in development.

"*The opening of Quantic Dream Montreal is an important step in our development,*" explains Guillaume de Fondaumière, Co-CEO of Quantic Dream and Chairman of Quantic Dream Montreal. "*The implementation of several new projects leads us to engage a major recruitment program for 2021 in all disciplines. Quantic Dream is opening a new office in Montreal to quickly build a 'human-sized' team, made up of experts from the region. We plan to recruit most of the team this year with the creation of approximately 50 positions by the end of 2021.*"

"*It is a great pleasure for me to join Quantic Dream and to found this new studio in Montreal,*" declares Stéphane D'Astous, General Manager of Quantic Dream Montreal. "*Quantic Dream's productions stand out in many ways and in particular for their high level of quality. Our goal is to attract experienced talent at Quantic Dream Montreal, from Canada and the United States, and in particular designers, programmers and animators, who will work closely with our teams in Paris to develop AAA titles on PC and next-generation consoles.*"

"*Quantic Dream has been relying on the talent of its teams for 24 years, women and men from all walks of life, passionate about their work and creating innovative interactive experiences,*" says David Cage, CEO of Quantic Dream and Creative Director. "*By establishing a presence in Montreal, we want to continue to advance our studio by accessing the exceptional talents that are here, and by proposing different and ambitious projects.*"

Montréal International and Investissement Québec International are assisting Quantic Dream in their first international expansion project.

«*Once again, Montreal's strong creative talent pool is making the difference,*" mentions Stéphane Paquet, CEO of Montréal International. "*This strength has been amplifying and diversifying, which has earned Montreal a spot among the world's top five video game production cities. This is particularly worth noting in light of the rapid growth of this industry at global level.*»

"*Québec's strategic position in North America is one of the greatest assets for French companies,*" said Hubert Bolduc, President of Investissement Québec International. "*The announcement on the opening of Quantic Dream's first studio outside France confirms that interest in investing and setting up operations here is just as strong as ever for global players in the video game industry. By putting its trust in Stéphane D'Astous, a seasoned manager in the industry and Québec business world, the company will undoubtedly achieve its objectives. Our team will continue its efforts to maintain and strengthen the ecosystems that are strategically important for the economic development of*

Montreal and the province as a whole."

View all Quantic Dream job offers: https://quantic-dream-en.jobs.net/

About Quantic Dream

Quantic Dream is a creative and independent video game studio created in 1997 by David Cage, based in Paris, France and Montreal, Canada. The studio specializes in creating original experiences built on interactive emotion. Quantic Dream builds bridges between media through prestigious collaborations with artists such as David Bowie, Elliot Page, Willem Dafoe, Clancy Brown and Jesse Williams. The unique experiences offered by Heavy Rain™, Beyond: Two Souls™, Detroit: Become Human™, have reached millions of players around the world and won more than 250 international awards. They have contributed greatly to the recognition of interactive storytelling in video games.

Quantic Dream became an independent publisher in 2019 to support the creation of videogames by independent creators with unique visions, which are brought to life with the help of Quantic Dream's expertise, means of production, financing and access to international markets and audiences.

For more information, visit our official website: http://www.quanticdream.com

Stéphane D'Astous: MBA Graduate of HEC-Montreal, Stephane began his career in aeronautics before joining Ubisoft Montreal as Director of Operations. Stéphane then founded and directed Eidos Montréal for nearly 7 years. He also founded Square Enix Montréal before accompanying several international companies in their establishment in Quebec.

Yohan Cazaux: Graduate of Supinfogame in France, Yohan worked for 14 years at Ubisoft in Casablanca, Paris and Montreal. He was recently Project Lead Game Designer on Assassin's Creed Valhalla.

À propos de Montréal International

Montréal International is a non-profit organization funded by the private sector, the governments of Canada and Québec, the Communauté métropolitaine de Montréal and the City of Montréal. Its mandate is to attract and retain foreign investment (companies and startups), international organizations, skilled workers and international students to Greater Montréal by providing support services tailored to their needs.

About Investissement Québec

Investissement Québec's mission is to play an active role in Québec's economic development by spurring business innovation, entrepreneurship and business acquisitions, as well as growth in investment and exports. Operating in all the province's administrative regions, the Corporation supports the creation and growth of businesses of all sizes with investments and customized financial solutions. It also assists businesses by providing consulting services and other support measures, including technological assistance available from Investissement Québec – CRIQ. In addition, through Investissement Québec International, the Corporation also prospects for talent and foreign investment and assists businesses with export activities.