

Caroline is a creative, insightful, and passionate designer who is a pleasure to work with. As the writer at Quantic Dream, I have benefitted enormously from her input on narrative design and broader story questions. Despite only being here a short time, Caroline very quickly made a big impression, participating in high-level story discussions and approaching me independently with thoughtful, interesting, and well-crafted suggestions for solving specific plot problems.

Caroline is full of intriguing ideas and I have come to really value her input, not only on the sequencing of particular scenes but in more global considerations of character arcs, plot structure, and enhancing the emotional journey of the player. We have had the opportunity to work closely together on several issues where her insights were invaluable.

More than this, Caroline is proactive. Despite having many other pressing responsibilities, Caroline fully immersed herself in the story and quickly understood the many permutations and cases of our bending narrative.

From this informed perspective, Caroline came to me with a number of impressive ideas which we iterated on together, many of which will go into the final product. She is able to criticise and improve on her own work and readily accepts feedback, whilst providing astute appraisals of others' work in a highly constructive manner.

If I were in the market for a narrative designer, I have no doubt that Caroline would excel in such a position. She understands how stories work, how to make them better, and how to realize a vision without compromising on what makes it special.

I know from dealing with Caroline myself and hearing from the rest of the team that she is a positive influence on our work here, contributing across many fields in many ways. We will be sad to see her go!

Adam William.



Position: Writer

Company: Quantic Dream

Date: 19th of October 2016

In: Paris

To: Caroline Bitterly