



DEAN LEWIS

Writer • Director • Editor • Producer • Visual Effects

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WRITER

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Please note that the following resume is a list for only projects I was a writer on.
For my full, and uncut, resume, please head on over to linked in or request a pdf.

Narrative Designer

2023

REDACTED: REDACTED

- Currently consulting with a creative team developing a new IP: AAA Action Rogue-Like
- I have been driving all narrative design and worldbuilding.

Screenwriter

2023

MEGAFUN PRODUCTIONS : THE DISMANTLED

- I was hired to do a significant re-write for a feature film titled "The Dismantled", a drama about a young man living with MS in a race against time to raise the money he needs for stem-cell therapy before he loses his eyesight. The project deeply resonated with me and I became passionate about telling a story that focused on the disabled, wrapped inside of a crime thriller; sometimes the medicine goes down easier when it tastes like candy.
- After languishing in development hell, 17 drafts, and having been refused 4 times by Telefilm, my first draft re-write was immediately green-lit for funding and will soon go into production.

Screenwriter

2023

MEGAFUN PRODUCTIONS : POLARIS

- After the completion of the post-production, I was asked to create backstory and world-building elements for a feature length science-fiction film (not yet released); this film had no dialogue and required end to end narration to provide exposition and narrative context from the perspective of one of the lead characters. Both expositional and poetic, I enjoyed writing it.
- This was also the first time I used AI tools to create synthetic voice-over tracks as I wrote the narration, giving me a whole new iterative creative process.

Writer / Director / Editor

2022

Invoke Studios

- Working closely with the Creative Director, I created a video with found-footage to provide a visual representation of the game's core player fantasy, the entire team then used as touchstone and aspirational target as they moved out of conception into production.

Writer

2021

Ubisoft Montréal - Ghost Recon Incursion

- Time critical, top to bottom rewrite for the game's opening cinematic.

Writer / Director / Editor

2020

Ubisoft Montréal - Rainbow Six Siege - Six Invitational 2020

MARKETING TRAILERS (3 x 60 sec videos)

- Writer, Director & Editor of all voice recordings for the narration and final edited take selects
 - 'The Community' / 'The Competition' / 'The Game'

Senior Writer / Narrative Director

2019 - 2020

Ubisoft Montréal - Rainbow Six Siege

- Architect of the narrative arcs for Years 5-7.
- Consultant for the Audio Team in casting new seasonal operators as well as directing them in all voice and mocap sessions.
- Crafted a digital media strategy for exposing and sharing the deep roster of narrative material that had been created by the Universe team to community of players.

Writer / Director / Editor

2019

Ubisoft Montréal - Rainbow Six Siege - R6 Battlepass

Battle Pass Motion Comic

- Writer & Layout Designer, provided both the narration and a panel breakdown with shot intentions and direction for the illustrations
- Edited the final material delivered by external provider
- Directed all voice recording for the narration, as well as take selection and dialogue editing

Writer / Director / Editor

2019

Ubisoft Montréal - Rainbow Six Siege - Operation Shifting Tides: Nighthaven

- Closely collaborated with the R6 Universe Team and the animation provider, CRCR, to deliver Operation Shifting Tides: Nighthaven, a 2D Animated Battlepass reveal trailer

Writer / Director

2019

Ubisoft Montréal - Rainbow Six Siege - THE DOKTOR'S CURSE Event Trailer

- Writer, Voice Director for a Halloween themed R6 Event - THE DOKTOR'S CURSE

Writer / Director / Editor

2019

Ubisoft Montréal - Rainbow Six Siege - ROAD TO SI 2020

- Overall writer and narrative designer for all ROAD TO SI 2020 Assets
- Worked closely with the CGI provider, DIGIC PICTURES, directing and editing the two Marquee Cinematics, as well as acting as VFX Supervisor and MOCAP Performance & Voice Director
 - Cinematic One - The Program
 - Cinematic Two - The Tournament of Champions

Writer / Director / Editor

2017-2019

Ubisoft Montréal - *Untitled AAA OW MMO*

- As a Consultant and Senior Writer, I was instrumental in creating backstory and world-building for the narrative team as well and produced key scripts for the game's development.
- I quickly transitioned to an expanded portfolio as Writer, Director and Editor of several internal videos that were part of the narrative team's world-building. These included:
 - **Documentary** on the real-world technology that formed the backbone of the game's plausible futurism (20min, broadcast ready)
 - **Targeted Game Footage Cinematic**, created entirely in-engine (3min)
 - **Player Fantasy Video**, using found footage, to establish the core gameplay fantasy (3min)
 - **Timeline Video**, using found footage and narration, that provided a visual backstory to the in- universe events that established the core world-building (6min)

Writer / Director

2016

Ubisoft Montréal - *Watch Dogs 2*

- Wrote over 100min of in-game "radio host" segments for Watch Dogs 2; these segments play over the radio in all vehicles while driving.

Writer, Director, Producer, Editor and Game Designer

2013-2020

ATOMIC 42 - *CHALICE : THE LANTERN*

- Creative Director and Creator of CHALICE : The Lantern, a groundbreaking hidden-object, interactive movie for the iPad, published on the App Store.
- A cinematic love letter to classic adventure games, CHALICE | THE LANTERN is a supernatural romance set in the 1920's, filled with ghosts, magic and dark science. You follow Tessa, Bill, Peter and Maggie for an evening of high adventure and low wit, as they raise the dead and run from the living.
- As you watch each chapter of the feature-length interactive movie, you can collect objects and clues scattered throughout the videos. All six chapters contain dozens of objects hidden for you to find and collect.
- Apart from designing and directing the interactive game, I was also the director of the 90min live action movie it contained, which was theatrically released.
- www.chalicethelantern.com

Writer / Director / Editor

2012

Ubisoft Montréal - *The Mighty Quest For Epic Loot*

- Wrote, Directed and Edited the Cinematic Launch Trailer.

Screenwriter

2010

Narrative Instruments - *GHOUL (feature film)*



Screenwriter <i>Narrative Instruments - Harold of The Apocalypse (feature film)</i>	2008
Lead Screenwriter <i>Scrawl Studios - The New Adventures of Nanoboy</i>	2007
<ul style="list-style-type: none"> Wrote more than half of the first two seasons of this animated series 	
Writer / Producer / Director / Editor / VFX Designer & Artist <i>Space Channel (US) - Robosapien: The Secret (R)Evolution</i>	2006
<ul style="list-style-type: none"> Commissioned by the Discovery Channel to produce a ground breaking documentary on the state of Brain-Machine-Interfaces. 	
Writer / Producer / Creative Director <i>Behaviour Interactive (formerly Artificial Mind & Movement (A2M)</i>	2005
<ul style="list-style-type: none"> Producer of ANT BULLY for Midway Games (now Warner Bros.) Writer, Producer & Creative Director of WET, during the conception phase, Nominee for 2010 Canadian Videogame Awards for Best Writing, published by Bethesda Softworks 	
Writer / Producer / Director / CGI Designer & Artist / MOCAP Director <i>Vivendi Universal Games (Activision) - Men of Valour Intro & Outro Cinematics</i>	2004
Screenwriter <i>Space Channel & Sci-Fi Channel - Charlie Jade (episode 8)</i>	2003
Screenwriter <i>YTV - Zixx Level 1 (episodes 2 & 3)</i>	2003
Lead Screenwriter <i>YTV - THE BOY</i>	2001-2002
<ul style="list-style-type: none"> I wrote more than half of this amazing animated, action-adventure series for kids 	
Writer / Director <i>Les Productions Gris�-Despr�s - Trial By Vengeance</i>	1991
<ul style="list-style-type: none"> This was the very first feature film I wrote and directed, on a shoestring budget, that hopefully no one will ever watch. 	