

# DEAN LEWIS

Writer • Director • Editor • Producer • Visual Effects

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## Narrative Director

2023

### *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. I have since written a shooting script following Telefilm's approval.

## 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.

## Motion Graphic Designer & Artist

2023

### *PVP ANIMATION : 4 DAYS BEFORE CHRISTMAS*

- Animated feature Film: I worked closely with Director, Steve Majaury, and provided over a hundred motion effects shots for the film, many of which were key to the storytelling.

## VFX Artist / Online Editor / Senior Colourist

2023

### *MEGAFUN PRODUCTIONS : WHO I AM NOT*

- Feature Documentary : Created the visual effects and final colour grade for the intense story about the struggles of being an intersex person living in South Africa. A profoundly important story I was privileged to help tell.

## Online Editor / Senior Colourist

2022

### *MEGAFUN PRODUCTIONS : LA SWITCH*

- Feature Film: Created look dev and final grade for the film.

- VFX Artist / Online Editor / Senior Colourist** 2022  
*MEGAFUN PRODUCTIONS : POLARIS*
- Feature Film - Science-Fiction : I provided over a hundred VFX shots as well as creating the look dev and final grade. (the film is not yet released)
- 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.
- Visual Effects Supervisor & Creative Producer** 2021  
*L'Atelier Animation Inc.*
- Collaborated with KidsCave Entertainment to help create **Kitty Katz**, an exciting new Animation Series for kids for NETFLIX.
  - Lead a great team of artists, animators, effects wizards and composers to deliver a truly ambitious CGI series that promises to raise the bar for similar programming.
- Writer** 2021  
*Ubisoft Montréal - Ghost Recon Incursion*
- Time critical, top to bottom rewrite for the game's opening cinematic.
- Realization Director** 2020 - 2021  
*Ubisoft Montréal - Untitled AAA Open-World MMO*
- Reported directly to the Producer and Creative Director, where I lead a cross-disciplinary team of artists, animators, and game programmers to bring a unified look and feel to the game, as well as that extra layer of polish and production value, that is expected from AAA game. This included game design, gameplay, narrative design, UX, level design, environment art, concept art, technical content etc.
  - I worked closely with the Art, Audio, Narrative, and UX Directors, acting as the glue that would unite them. I also lead the Realization Team, directing and mentoring those who I supervised.
  - Key Deliverable: an 8 min long Targeted Game Footage Cinematic critical in establishing the core of the game experience.
- 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
- VFX SUPERVISOR & PRODUCER** 2019  
**REAL BY FAKE**
- Supervised the visual effects for the Apple+ series **The Morning Show**, Episodes 1-3
- 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.

## Director

2014

### DHX Media & The Family Channel - Space Ranger Roger

- Pilot director for a hybrid live-action-animated kids series destined for the Family Channel.

## 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](http://www.chalicethelantern.com)

## Writer / Director / Editor

2012

### Ubisoft Montréal - The Mighty Quest For Epic Loot

- Wrote, Directed and Edited the Cinematic Launch Trailer.

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## Selected Highlights

1990-2012

(To fill in the gaps, please visit [LinkedIn](#))

### Screenwriter

Narrative Instruments - GHOUL (feature film)

### Screenwriter

Narrative Instruments - Harold of The Apocalypse (feature film)

### Lead Screenwriter

Scrawl Studios - The New Adventures of Nanoboy

- Wrote more than half of the first two seasons of this animated series

## Writer / Producer / Director / Editor / VFX Designer & Artist

Space Channel (US) - Robosapien: The Secret (R)Evolution

- Commissioned by the Discovery Channel to produce a ground breaking documentary on the state of Brain-Machine-Interfaces.

## Writer / Producer / Creative Director

*Behaviour Interactive (formerly Artificial Mind & Movement (A2M))*

- 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

## VFX Supervisor & Producer

*Discovery Channel - The Last Mysteries of the Titanic (Director: James Cameron)*

## Writer / Producer / Director / CGI Designer & Artist / MOCAP Director

*Vivendi Universal Games (Activision) - Men of Valour Intro & Outro Cinematics*

## Screenwriter

*Space Channel & Sci-Fi Channel - Charlie Jade (episode 8)*

## Screenwriter

*YTV - Zixx Level 1 (episodes 2 & 3)*

## VFX Supervisor & Producer / Art Director

*Meteor Studios - James Cameron's Expedition: Bismarck*

- Worked closely with James Cameron throughout the entire production
- **VES NOMINATION: Best Visual Effects In A Tv Miniseries, Movie Or A Special**

## Lead Screenwriter

*YTV - THE BOY*

- I wrote more than half of this amazing animated, action-adventure series for kids

## Director 2<sup>nd</sup> Unit / VFX Supervisor & Producer

*Artisan Entertainment - Wishmaster 3 and 4*

## VFX Supervisor & Designer / Editor

*Icestorm Digital Studio - The Secret Adventures of Jules Verne*

- I was a key member of the team that built Icestorm Digital, and the driving creative design for the series "The Secret Adventures of Jules Verne", the first mini-series shot in HDTV.

## CGI ARTIST / Technical Writer

*SOFTIMAGE - THE CONTENT GROUP*

- Working closely alongside developers of Softimage DS, creating content that demonstrated and tested the software, as well as providing feedback that materially shaped its design.

## Writer / Director

*Les Productions Gris -Despr s - Trial By Vengeance*

- This was the very first feature film I wrote and directed, on a shoestring budget, that hopefully no one will ever watch.



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<https://imdb.to/3RktKoW>