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DENNIS LESICA

CREATIVE DIRECTOR / GAMEPLAY CAPTURE DIRECTOR

ABOUT ME

With roughly 10 years of experience in the world of game marketing I've been blessed with the opportunity to be part of many award-winning gameplay, live action, and CG trailers. Whether it's in a capture room directing a full house of 10-12 people for a large-scale multiplayer trailer, to squads of 2-4 for smaller scale co-op trailers, or alone at a desk writing concepts and scripts, it all comes down to the simple fact: I love making cool things. I hope my deep love of both gaming and film shine through in the way I've approached my work throughout the years. I also appreciate the uptick in pickle flavored things lately. Love pickles.

EXPERIENCE

Freelance – Los Angeles, CA

Creative Director / Gameplay Capture Director

MAR 2025 – PRESENT

- Lead in-game capture and creative direction on various gameplay trailers
- Ideate concepts, write scripts, and pitch to various clients for full campaigns as well as individual live-action, CG, and gameplay trailers
- Work with capture artists to generate additional capture per project needs
- Mentor and train up-and-coming capture artists/techs in capture tools and techniques
- KEY BRANDS & PROJECTS (extensive list available [HERE](#))
 - [Call of Duty: Black Ops 7 – Zombies Gameplay Reveal](#)
 - [Splitgate 2 – Open Beta Gameplay Trailer](#)

CREATE ADVERTISING – Los Angeles, CA

Assoc. Creative Director / Head of Capture

JAN 2020 – FEB 2025

- Lead in-game capture and creative direction on various award-winning single-player and multiplayer AA & AAA game trailers for clients such as Bandai Namco, WB Games, Ubisoft, Arc Games, and Netflix
- Ideate concepts, write scripts, and pitch to various clients for full campaigns as well as individual live-action, CG, and gameplay trailers

- Work with capture artists to generate additional capture per project needs
- Mentor and train up-and-coming capture artists/techs in capture tools and techniques
- KEY BRANDS & PROJECTS (extensive list available [HERE](#))
 - [Hogwarts Legacy - Sebastian Sallow's Dark Legacy](#)
 - [Hogwarts Legacy - Launch Trailer](#)
 - [Hyper Light Breaker - SGF Trailer](#)
 - [MultiVersus - Stripe Gameplay Trailer](#)
 - [Relic Hunters Legend - Closed Beta Trailer](#)
 - [Armored Core VI - Live Action Trailer ft. Karl Urban](#)

GNET AGENCY – Los Angeles, CA

Sr. Game Capture Director

MAY 2016 – DEC 2019

- Lead in-game capture and creative direction on various award-winning single-player and multiplayer AA & AAA game trailers for clients such as Activision, PlayStation, Microsoft, and THQ Nordic
- Create concepts and scripts, shaping the overall direction to meet client's vision and needs for both long-form and short-form/social media pieces
- Work with capture artists to generate additional capture per project needs
- Mentor and train up-and-coming capture artists/techs in capture tools and techniques
- KEY BRANDS & PROJECTS (extensive list available [HERE](#))
 - [Call of Duty: Modern Warfare - Multiplayer Reveal Trailer](#)
 - [Call of Duty: Modern Warfare 2 Campaign Remastered - Trailer](#)
 - [Call of Duty: Black Ops 4 - Operation Grand Heist Trailer](#)
 - [Darksiders III - Fury's Apocalypse Trailer](#)
 - [Call of Duty: WWII - Nazi Zombies - Reveal Trailer](#)
 - [Call of Duty: Modern Warfare Remastered - Multiplayer Reveal](#)

GNET AGENCY – Los Angeles, CA

Assoc. Producer (FREELANCE)

OCT 2009 – MAR 2010

- Responsible for capture for use in cinematic gameplay trailers on such game titles as Dante's Inferno, Dark Void, Crackdown 2, and No More Heroes 2
- Handled music supervision and oversaw edit sessions for SyFy Channel's Sci vs Fi: Mass Effect 2 special
- Demoed Mass Effect 2 for celebrity talent and prepped them for filmed interview segments