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DENNIS LESICA

GAME CAPTURE DIRECTOR / CREATIVE DIRECTOR

ABOUT ME

Roughly 10 years experience directing cinematic and gameplay capture for award-winning AA and AAA game trailers, from large-scale multiplayer, to lean 2-4 person co-op, to just me at a desk capping single-player campaigns. I'm blessed to have worked with an incredible roster of talented capture artists and techs that I continue to use in various capture teams. On top of my game capture experience, I also wear the hat of a creative director, concepting, scripting, and pitching gameplay, live-action, and CG trailers. I love what I do and love that I get to make what are basically really cool short films by way of video games. I also really like pickles. My full portfolio of work is viewable at www.bitglitch.online/portfolio

CORE STRENGTHS

Single-player, co-op, and large-scale multiplayer capture director • Deep familiarity with debug builds across console dev kits (PS5, Xbox Series, Switch) & PC • Some hands-on experience with Unreal Sequencer • Scope design and implementation of custom marketing camera tools • Build download and storage management • Creating and cataloging debug command documents • Sourcing capture talent, building cap teams, and mentoring up-and-comers • Concepting & scripting • Client pitching • Cross-department collaboration (Creative, Editorial, GFX, etc.)

EXPERIENCE

Freelance, Los Angeles, CA

Gameplay Capture Director / Creative Director MAR 2025 – PRESENT

- Lead cinematic and gameplay capture for single-player and multiplayer gameplay trailers, coordinating additional support with capture artists/techs
- Also wear the creative director hat: concepting, scripting, and pitching gameplay trailers to internal agency creatives as well as their clients
- Build out graphic wrappers, treatments, and interstitials alongside the in-house agency GFX team
- Key IPs: Call of Duty, Gears of War, Age of Empires IV, Splitgate 2

Create Advertising, Los Angeles, CA

Head of Game Capture / Associate Creative Director JAN 2020 – FEB 2025

- Led cinematic and gameplay capture with support from additional artists/techs
- Built a small-scale capture team focused on single-player and co-op titles for clients such as WB Games, Bandai Namco, Netflix, and Activision
- Worked closely with developer technical teams to solve build issues and create custom marketing camera tools
- Doubled as creative director, ideating concepts, writing scripts, and pitching full campaigns and individual live-action, CG, and gameplay trailers to clients
- Key IPs: Hogwarts Legacy, Elden Ring, MultiVersus, Call of Duty Mobile

gnet Agency, Los Angeles, CA

Sr. Game Capture Director / Associate Creative Director *MAY 2016 – DEC 2019*

- Gameplay and cinematics capture lead on single-player and multiplayer game trailers for clients such as Activision, Microsoft, and THQ Nordic
- Mentored up-and-coming capture artists/techs on tools and technique
- Shaped concepts and wrote scripts for various gameplay-focused trailers
- Key IPs: Call of Duty, Gears of War, Darksiders

gnet Agency, Los Angeles, CA

Assoc. Producer (Freelance) *OCT 2009 – MAR 2010*

- Captured footage for cinematic gameplay trailers on titles like Dante's Inferno, Dark Void, Crackdown 2, and No More Heroes 2
- Handled music supervision and ran edit sessions for SyFy Channel's Sci vs Fi: Mass Effect 2 special
- Demoed Mass Effect 2 for celebrity talent prepping them for filmed interview segments