

# Lewis Corbett

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## EXPERIENCE

### 2K, London — Associate Project Manager

December 2024 – Present

As Associate Project Manager I oversee the coordination, review, and delivery of assets across multiple global territories. I work with internal & external stakeholders and First Party vendors to ensure high-quality assets are delivered on time and aligned with brand standards. I manage packaging schedules, facilitate approvals, and support the product lifecycle from concept to launch.

### TD Synnex, Basingstoke — Sales Operation Executive

March 2024 - December 2024

At TD Synnex I play a pivotal role in facilitating effective communication between our sales team and customers so we are able to fulfill customers needs. The role requires detailed interpretation of all information from our customers enabling us to tailor our offerings and services to meet their unique requirements.

### Sony Interactive Entertainment, London — Packaging Assistant

July 2023 - January 2024

Whilst working at Sony Interactive Entertainment as a Packaging Assistant, The job revolved mainly around coordinating and managing reviews of assets with key stakeholders globally. While also working with different parts of the business to hit deadlines for product releases, I also manage communications with third parties who support in creating and delivering these assets.

### Outright Games, Lee On The Solent — Operation Assistant

November 2022 - June 2023

At Outright Games I'm responsible for everything to do with Packaging. This includes making sure our titles match the First Party Templates, Discussing with Licensors, Talking to Distributors & processing their POs and Handling Rating Submissions (PEGI, ESRB, etc.). I have also helped lead the integration of our department into the company-wide Jira solution.

## EDUCATION

### University of Portsmouth — Computer Games Enterprise

September 2017 - May 2021 - BSc (Hons) Computer Games Enterprise (1st)

### Isle of Wight College — Digital Industries BTEC Diploma Level 3

September 2015 - May 2017 - Digital Industries BTEC Diploma Level 3 - Grade D\*D\*D\*

## TESTIMONIALS

### Cara Lacey — Senior Project Manager at 2K

"Lewis consistently demonstrates a high level of enthusiasm and desire to expand in the role. He actively seeks out new tasks, showing initiative and willingness to contribute to the team's efforts. This proactive mindset is an asset when the team receives last minute requests/projects outside the normal scope of work, as Lewis always shows willingness to take these projects on."

### Gavin Wade — Senior Lecturer at University of Portsmouth

"The majority of students I work with as a client fail to achieve the brief set for them, so Lewis is in the company of a very small group of students (from my 17 or so years at the university) who have successfully implemented content I will be able to make use of! Well done Lewis!!"

## ABOUT ME

Analytical and methodical, I do my best to finish any of my projects with the highest level of quality and attention to detail. Self-motivated and hard-working accustomed to performing well under pressure and completing all projects within schedule. In my spare time I like to play video games and printing objects with my 3D Printer.

## SKILLS

Experience working with First Party Manufacturers, Distributors & Licensors

Talented in Adobe Workfront, AEM, Photoshop & Illustrator.

Effectively communicate and present issues in a clear and concise to anyone

Ability to interpret Info & Data accurately and clearly communicate my results

Experience working with different game engines – Unreal Engine 4, Unity etc

Well-versed in project management software – Jira, Trello, Monday etc

Proficiency in Autodesk 3DS Max & other 3D modeling software (Zbrush, Blender, Maya)

Strong Documentation – GDD, Business Risk and contingency, Gantt

Experienced in Data and Analytics software (PowerBI, SAP BI Suite)

Highly Knowledgeable in Texture/PBR Material software like Substance Painter & Designer

Multiple advanced computer Skills

Adaptable to remote work (previously lead a dev-team during lockdown for group project)

Reliable time management