

Education

Liceo Scientifico P.N.I.
Information Technology, 1996 - 2000

Certifications

- Microsoft Project 2016
- English Certificate
- Modern Javascript
- Project Management online course
- Responsive Web Design

Expertise

- Project management
- IT management
- Web graphics
- Web application development
- User driven design
- Software design
- Algorithms
- Data structures
- Developing functionality
- Functional testing
- Test planning
- Managing crisis situations
- Resource vendor management
- Project Delivery
- Integration
- Application development
- QA localization testing
- Leading multicultural teams

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DI PINTO ALFIO FEDERICO

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Profile

An energetic, motivated and highly dynamic person with strong working skills and a broad range of hands-on and theoretical experience ranging in many areas. Knowledge of designing, developing and implementing web applications that satisfy complex and core business requirements. Long track record of ensuring projects are delivered to the highest quality, within budget by effectively organizing, managing and utilizing all resources. Strong management skills and methodical aptitude with an innate ability in decision-making, coordinating and synthesizing data.

Career Specifics

SoundMap, Remote (Japan) March 2023 – Present
Global Project Manager (APAC) (permanent)

- Review client's requests and assess needs for additional information, e.g. compilation of glossaries, previously translated similar documents, list of acronyms, technical terminology, and translation memories.
- File preparation and analysis using translation memory software, develop cost estimates, and project schedules.
- Maintain accurate and up-to-date management reports and translation database.
- Develop and maintain strong client relationships.

TransPerfect, Remote (Japan) December 2020 – February 2023
Project Manager (contract)

- Responsible for costing, estimating and planning projects.
- Preparing Project Initiation documentation.
- Maintaining and completing Project Key Performance Indicators.
- Writing detailed and summarized project progress reports.
- Identifying, costing and processing any contract variations.
- Tracking activities against the detailed project plans.
- Updating project plans to include agreed changes.
- Monitoring actual expenditure figures against project budgets.

Mahana Design, Remote (Japan) July 2020 – Present
Junior Full Stack Web Developer (part-time)

- Developing high quality, high performance and highly reliable software applications.
- Creating features that work across multiple software applications, systems & portals.
- Reviewing code for quality, finding weaknesses & ensuring adherence to standards.
- Identifying tasks and functions that could be further improved through automation.
- Working as part of team involved in high complexity source code development.
- Estimating the time it will take to develop and implement any software updates.

Kyowa Press, Wakayama (Japan) February 2020 – December 2020
Project Coordinator/IT Specialist

- Identifying tasks and functions that could be further improved through automation.
- Use tools to monitor working hours, plans and expenditures estimating the time it will take to develop and implement any software updates.
- Create and maintain comprehensive project documentation, plans and reports
- Supporting the Company's new directives to go paperless by creating and/or implementing third party tools
- Supporting and endorsing Kyowa's internationalization process by localizing Company's intellectual properties such as training material, website, and pamphlets.

Will Corporation, Wakayama (Japan) April 2019 – February 2020
English ALT, Public Schools

- Main duty as a language instructor is to help students better communicate through fun and engaging language lessons, utilizing level-appropriate teaching techniques and language that serves to motivate and guide your students.

Technical Skills

- Jira, DevTrack, Team Foundation Server Database
- Xloc, MemoQ, Audio Merger, WorkDocs
- Office 365
- HTML5, CSS3, JavaScript, NodeJS, Laravel, Vue, WordPress, Git, GitHub, Perforce

Personal Skills

- Time management
- Proactive and assertive
- Flexible & approachable
- Fast learner
- Team work

Communication

- Dealing professionally with a wide range of people including management, executives, etc.
- Fluency in written and spoken English.

Activision Blizzard, Dublin (Ireland)
Localization QA Lead

April 2018 – February 2019

As QA Lead, you need to ensure all software is fully tested for localization and functional issues across multiple languages, and it is released to the highest possible standard within budget and on schedule.

- Leading & coordinating selected test teams (internally/externally) through the production cycle.
- Ensure assigned projects are released on time, within budget & with the highest possible quality.
- Bug database ownership for all projects assigned.
- Support, guidance and mentor the team, providing direct reports and detailed feedback on performance for use in the Annual Review process.
- Create, implement and administrate all project related documentation such as test plans, test scripts, progress tracking, budgets and wrap-up.

Activision, Dublin (Ireland)
QA Localization Language Lead

June 2014 – April 2018

As part of the team responsible for the Project Management and Quality Assurance of Activision games, the main purpose is to ensure that the localized version of a game meets the highest quality standards before being released.

- Create, implement and administrate all project related documentation such as test plans, test scripts, progress tracking, budgets and wrap-up.
- The Language Lead is responsible for providing accurate and timely information to the project Lead/Manager on the progression of their language from a localization perspective.
- Working closely with different teams in the preproduction stage of QA.
- Bugs and text assets database ownership and maintenance.
- Documents workflow hooks (Glossary, Terminology, and Testing Tools).
- Team management, overseeing team's day-to-day activities, providing them with support and guidance.
- Assist Vendors by providing context and familiarizing with updated/new content. ▪ Interviewing, sourcing and screening candidates for Localization QA Tester role ▪ Post-mortem reports and feedback.

Activision, Dublin (Ireland)
Localization QA Specialist (Italian)

June 2013 – June 2014

As QA tester, I was responsible for reviewing and implementing systematic test plans. I was collaborating with software developers and project supports to determine project scope and requirements. Success in this role was demonstrated by providing quality work output, screening for errors, and refining usability throughout the software development and implementation process.

- Identify and report mismatches in strings / text.
- Provide the correct translation, and where applicable fix directly via text database.
- Complete daily smoke tests in a timely manner.
- Quickly run through the whole game to check the stability of a build.
- Identify defects, follow test plans, and verify fixes.
- Enter clear and concise bugs into bug tracking database. ▪ Test fixes for programmers and designers.
- Enter clear and concise bugs into bug tracking database.
- Reproduce issues for programmers and designers.
- Assist the Marketing department by taking screenshots and video capturing.
- Test fixes for programmers and designers.

Core Competencies

- Awareness of the Web Development industry, and new technologies.
- Localization Project Management and QA Localization Testing.
- Developing multi-user applications within a (SOA) service orientated architecture.
- Writing up technical manuals and user instructions.
- Knowledge of payment processing, customs clearance and multi-currency pricing.
- Knowledge of international web standards and protocols
- Experience of software release, documentation and end-user support.
- Competent in debugging code at a hardware level.
- Experience of the full development lifecycle.
- Development of web-based applications, including cross browser testing and accessibility.
- Experienced in testing software in controlled, real situations before it goes live.
- Recommending and implementing technological improvements and efficiencies.