DI PINTO ALFIO FEDERICO

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SUMMARY

Experienced, professional, detail-oriented QA/Localization Lead and Project Manager with a passion for the Web Development, motivated to drive projects from start to finish as part of a dynamic team. Seeking to continue career within a multicultural organisation.

KEY ACHIEVEMENTS

- Led Italian teams through the following projects: *Skylanders: Superchargers, Skylanders: Trap Team, Call of Duty: Black Ops 3, Call of Duty: Infinite Warfare.*

- Led a multilanguage team as QA Lead in *Destiny 2*, *Sekiro: Shadows Die Twice.*

- Worked at the Bungie's Studios, located in Bellevue, WA, as Activision Localization Specialist, for the preannounced GOTY 2014: *Destiny.*

- **Awards:** in December 2017, conferred by the QA Manager, for my dedication and support as Multilanguage Team Lead for *Destiny 2.*

CAREER HISTORY

December 2020 – Present   **TransPerfect,** Remote (Japan)   **Project Manager (contract)**

Supporting Amazon AWS Localization and QA process. Main duties include:

- Confirm safe receipt and deadlines across teams

- Prepare QSR scorecards for reviewers and keep the related tracker(s) updated, PO creation, documenting the outputs (Confluence) as required by growing scale of QSR operation.

- Ensure the team is working on the tasks they are assigned to

- Ensure the overall quality is matching the client needs

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

I am currently involved in the maintenance of existing web applications/websites. Stack used:

- Laravel

- Foundation CSS/VueJs

- Git

- Slack/Trello

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

At Kyowa Press (part of Mitsubishi Group), my main responsibilities included:

- Liaise with clients oversea to identify and define requirements, scope, and objectives

- Use tools to monitor working hours, plans and expenditures

- Create and maintain comprehensive project documentation, plans and reports

- Ensure standards and requirements are met through conducting quality assurance tests

- 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, pamphlets, documentation.

April 2019 – February 2020   **Will Corporation**, Wakayama (Japan)   **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.

April 2018 – February 2019   **Activision Blizzard**, Dublin (Ireland)   **Localization QA Lead**

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

- Leading and co-ordinating selected test teams (internally/externally) through the production cycle

- Ensure assigned projects are released on time, within budget and 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

June 2014 – April 2018   **Activision**, Dublin (Ireland)   **QA Localization Language Lead**

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

- 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, 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

June 2013 – June 2014   **Activision**, Dublin (Ireland)   **Localization QA Specialist (Italian)**

- Identify and report mismatches in strings / text

- Provide the correct translation, and where applicable fix directly via text database

- Provide context for foreign language defects

- 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

- Reproduce issues for programmers and designers

- Assist the Marketing department by taking screenshots and video capturing

September 2010 – September 2012	**Freelancer,** Italy	**Translator and proof-reader**
October 2007 – September 2010	**Fly S.r.l,** Italy	**Accountant and CS**
May 2003 – September 2005	**L.G.Plast,** Italy	**Office Administrator**

SKILLS

- Jira, DevTrack, Team Foundation Server Database

- Manual Testing, Test Cases creation and maintenance

- Xloc, MemoQ, Audio Merger, WorkDocs

- Office 365, Audacity, Android Studio

- HTML5, CSS3, JavaScript, NodeJS, Laravel, Vue, WordPress, Git, GitHub, Perforce

- Communication, multitasking, leadership

- ''Have done, can do, will do" approach

- Ability to keep focus under stress and strict deadlines

LANGUAGES

- Italian (Native), English (Business level/C2 Proficiency), Japanese (Daily conversational level)