SANDRINE CAO

Software Developer



% https://sandrinecao.github.io

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C/O Madame Sacuto 43 rue Pierre Bérégovoy 92110 Clichy, France

With over 5 years of experience in QA and localisation, I am now currently looking for a permanent contract or a six-month-internship in web development.

Work experience

From May 2017 to Mar. 2018

Localisation Manager

Quantic Dream Paris, France

- Preparing all audio and video assets of the game for localisation while ensuring the highest quality
- Working closely with the publisher to deliver game content
- Keeping track of localised assets and communicating with providers

From Oct. 2016 to Mar. 2017

Localisation Asset Coordinator Sony Interactive Entertainment Liverpool, United Kingdom

- Planning, scheduling and coordinating the localisation of different PlayStation titles and ensuring the highest quality
- Assisting the Senior Project Manager on game assets
- Selecting and tracking vendors while balancing quality and budget

From Nov. 2012 to May 2017

French Localisation Tester Sony Interactive Entertainment Liverpool, United Kingdom

- Testing software once localised text has been implemented
- Reporting linguistic and QA bugs via JIRA & DevTrack
- Proofreading and providing translations

Skills

Creativity

Teamwork

Problem Solving

Computer skills

React.js Node.js	Javascript PHP	Python Ruby

Education

Since 2018 **Software Engineering**

42 program Paris, France

An innovative computer science program teaching various languages such as

Python, C++ and C.

Since 2015 ISTQB Certified Tester Foundation Level

BCS, The Chartered Institute for IT

From 2011 M.A. Exchange Student program, English

to 2012 linguistics & Translation

University of Liverpool United Kingdom

From 2008 **B.A. English Language and Literature**

to 2011 Aix-Marseille University, France

Languages

French English

Interests

Hackathons Video Games Travelling