SANDRINE CAO

Software Developer

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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 ManagerQuantic 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	Javascript	MongoDB
Node.js	PHP	HTML, CSS

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 2017 to 2019 Master's Degree Technical Communication & Localisation University of Strasbourg Strasbourg

Technical communication, localisation, languages, project management, web technologies, and visual communication.

From 2011 to 2012 M.A. Exchange Student program, English linguistics & Translation University of Liverpool United Kingdom

From 2008 B.A. English Language and Literature Aixto 2011 Marseille University, France

Languages

French	English
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Interests

Hackathons Video Games Travelling