

SANDRINE CAO

Software Developer

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🔗 <https://sandrinecao.github.io>

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Previously worked as a Localisation Manager and QA tester in the gaming industry, I am now currently looking for a permanent contract or a six-month-internship in software engineering.

Work experience

From Aug. 2020 to Feb. 2021

Full-Stack Developer

VINCI Facilities Neuilly-sur-Seine, France

In charge of building a brand new web application from scratch for the Buyers. Stack:

Mongo/Express/React/NodeJS/Tailwind/Typescript

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
- 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

From Nov. 2012 to May 2017

French Localisation Tester Sony Interactive Entertainment Liverpool, United Kingdom

Testing software once localised text has been implemented, reporting QA bugs via JIRA & DevTrack

Skills

Creativity Problem Solving Teamwork

Computer skills

React.js

Javascript

Python

Node.js

TypeScript

Ruby

MongoDB

Tailwind CSS

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 2011 to 2012

M.A. Exchange Student program, English linguistics & Translation

University of Liverpool United Kingdom

From 2008 to 2011

B.A. English Language and Literature

Aix-Marseille University, France

Languages

French

English

Interests

Theatre

Video Games

Travelling