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 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   **Javascript**   **Python**

Node.js   **PHP**   **Ruby**

HTML, CSS   **MongoDB**   **MySQL**

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

Hackathons   **Video Games**   **Travelling**