

SANDRINE CAO

Fullstack Developer

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📍 C/O Madame Sacuto
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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

HTML, CSS

Node.js

PHP

MongoDB

Javascript

Education

Since 2018

Software Engineering

42 program Paris, France

An innovative computer science program teaching various languages such as Python, C++ and C.

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 to 2011

B.A. English Language and Literature

Aix-Marseille University Marseille, France

Languages

French

English

Interests

Hackathons

Video Games

Travelling