**Curriculum Vitae**

**FEDERICA SOZZI**

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| **PERSONAL DATA**FIRST NAME AND SURNAMEDATE OF BIRTH ADDRESSNATIONALITYMARITAL STATUSTELEPHONEFAXEMAIL ADDRESSSKYPE CONTACT | Federica Sozzi03/07/1978Via Maglio 34/D - 25034 OrzinuoviItalian Single+39 333 3882906 +39 030 9941583  +39 030 943473 fede03@email.it federica.sozzi |  |
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| **EDUCATION****WORKSHOP/CONFERENCES** | * Executive **Master’s Degree in Linguistic Mediation and Marketing Management**

Obtained at**:** Scuola Superiore per Mediatori Linguistici, Pisa (University Institute for Linguistic Mediators) Year: July 3, 2010* Degree in **Foreign Languages and Literatures** (specialization course: **Tourism and Management**)

Obtained at: Cattolica University, BresciaYear: 2006/2007Final grade**:** 110/110 cum laude* Secondary school leaving certificate in **Classical Humanities**

Obtained at: Liceo Classico Arnaldo, BresciaYear: 1997/98Final grade: 38/60* “*Publishing translators and translation for publishing*”, chaired by Isabella Bloom. November 28, 2009, Milan.
* “*Mi fai male... con le parole” (Gender and language)*, chaired by Giuliana Giusti of the Ca’ Foscari University, May 28, Pisa.
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| **LANGUAGES** | * ITALIAN native speaker
* ENGLISH fluent
* SPANISH fluent

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| **IT SKILLS** | * Operative System: Windows XP/Vista.
* MS Office
* Localization tools: SDL, LocStudio, XML.
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| **WORK EXPERIENCE IN THE FIELD**  | * **Freelance translator**

Company: ZYNGA Inc. (Oakland)Dates: April, 2011 – up to now* **Project Manager and Translator**

Company: AMPERSAND CONTENT (Udine)Dates: November, 2008 – up to nowI cooperate on a daily basis with AMPERSAND CONTENT translation agency on the video game localization process, for the account of major companies in the field (Electronic Arts, Microsoft, Square Enix).I manage the translation project in terms of keeping an open and continuous communication with national and international clients, coordinating internal human resources, organizing deadlines and work amount, taking linguistic decisions.I both take care of technical texts (Microsoft, Sony and Nintendo guideline language), and translate more creative sections (audio-script, on-screen text, advertising and marketing materials). * **Peak Localisation Coordinator**

Company: ELECTRONIC ARTS Italia (Milan) Dates: July, 2008 – October, 2008I worked on a project-based contract for Electronic Arts Italy, carrying out a role of support for the Localization Supervisor and the Project Managers on an international basis in the localization of different EA products (*The Sims 3, Godfather 2, Dead Space, Need For Speed*, among others). My specific task was to organize the translation process, to review and check it, to give advice on linguistic issues; I also had the responsibility of tracing costs, work amount and wordcount, managing relations with the company vendors and taking strategic decisions to meet deadlines and perform daily tasks.* **On-the job translation training**

Company: IANNELLI&C Edizioni Multimediali (Milan)Dates: December, 2007 – June 2008I trained as Transcriber and Translator, cooperating with the editing of the on-line magazine “Sistema Innovazione” (http://www.iannelliec.com). In particular, I attended the editing of the “Education channel” contents, including documentaries and interviews to economists and experts in the fields of telecommunication, IT and engineering. |
| **PERSONAL SKILLS**  | * Sense of **responsibility** toward working tasks.
* Commitment to **quality effort.**
* **Enthusiasm** and serious **motivation** to improve my competences.
* **Flexibility** and willingness to meet time and obligations requirements.
* **Ability to adapt** to different goals and cultural environments.
* Capability to **manage job-related stress.**
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| **AVAILABILITY TO TRAVEL**  | Available. |

I authorise the use of my personal data in compliance with Legislative Decree 196/03.

 Federica Sozzi