**Curriculum Vitae**

**FEDERICA SOZZI**

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| **PERSONAL DATA**  FIRST NAME AND SURNAME  DATE OF BIRTH  ADDRESS  NATIONALITY  MARITAL STATUS  TELEPHONE  FAX  EMAIL ADDRESS  SKYPE CONTACT | Federica Sozzi  03/07/1978  Via Maglio 34/D - 25034 Orzinuovi  Italian  Single  +39 333 3882906  +39 030 9941583  +39 030 943473  [fede03@email.it](mailto: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, Brescia  Year: 2006/2007  Final grade**:** 110/110 cum laude   * Secondary school leaving certificate in **Classical Humanities**   Obtained at: Liceo Classico Arnaldo, Brescia  Year: 1997/98  Final 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. | |
| **LANGUAGES** | * ITALIAN native speaker * ENGLISH fluent * SPANISH fluent | |
| **IT SKILLS** | * Operative System: Windows XP/Vista. * MS Office * Localization tools: SDL, LocStudio, XML. | |
| **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 now  I 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, 2008  I 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 2008  I 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.** | |
| **AVAILABILITY TO TRAVEL** | Available. | |

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

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