Alfio Federico Di Pinto

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🌐 GitHub | Portfolio | LinkedIn

🔍 Profile

Localization Project Manager and Localization Engineering professional with 13+ years of experience in game localization, linguistic QA, and multilingual content production. I am skilled in bridging technical and linguistic workflows through automation using Python and JavaScript. Experienced in localization pipelines, CAT tools, and cross-functional collaboration between developers, vendors, and global teams to deliver high-quality multilingual products at scale.

SoundMap, Remote (Japan)

Global Project Manager (APAC) – March 2023 – Present

- Serve as the main point of contact between clients and vendors across APAC, ensuring effective communication and alignment.
- Lead localization and content projects for high-profile game titles across APAC
- Review localization requests and gather necessary assets including glossaries, translation memories, and technical references to build accurate schedules and cost estimates.
- Collaborated with finance stakeholders on quoting, invoicing, and project margin tracking
- Coordinated with LQA, vendors, and engineers to align on workflows and dependencies
- Developed Python and JavaScript automation scripts to streamline localization workflows and reduce manual project setup time.
- Maintained accurate project documentation, reports, and translation databases.
- Mentored new PMs and create SOPs and training materials to support team efficiency and onboarding.
- Built and sustain strong client relationships through proactive communication and delivery
- Worked with structured localization assets and automation tools to support multilingual content pipelines.

LockitQA, Remote (Japan)

Localization QA Tester / Linguistic QA (Italian) – May 2022 – January 2023

- Performed linguistic and functional testing for localized content
- Reviewed Italian translations to ensure linguistic accuracy, consistency and adherence to style guidelines.
- Identified localization issues including truncations, formatting problems, and context errors.

TransPerfect, Remote (Japan)

Project Manager (Contract) – December 2020 – February 2023

- Managed end-to-end localization projects including planning, costing, and delivery.
- Tracked project activities and regularly updated documentation and schedules.
- Adapted plans to accommodate project scope changes and ensured budget control.

Mahana Design, Remote (Japan)

Junior Full Stack Developer (Part-Time) – July 2020 – Present

- Develop and maintain web applications using modern JavaScript frameworks and backend systems.
- Collaborate on feature development and system architecture for cross-platform compatibility.
- Write clean, reusable code and identify opportunities for automation and performance optimization.

Kyowa Press, Wakayama (Japan)

Project Coordinator / IT Specialist – February 2020 – December 2020

- Introduced digital tools to support paperless transformation and internal workflow improvements.
- Localized training materials and digital assets to support global outreach.
- Maintained project timelines and supported internal technical needs.

Activision Blizzard, Dublin (Ireland)

Localization QA Lead – April 2018 – February 2019

- Led internal and external localization QA teams through multilingual testing cycles.
- Owned linguistic quality for Italian localization across game UI, gameplay text, and live-service updates.
- Created test plans, progress tracking, and post-mortem reports.
- Supported multilingual testing cycles for AAA game titles and live-service content, ensuring linguistic quality and compliance across multiple markets.

Activision, Dublin (Ireland)

QA Localization Language Lead – June 2014 – April 2018

- Owned quality of localized content for Italian.
- Maintained glossaries and language assets.
- Worked closely with vendors and internal teams to ensure linguistic accuracy and delivery readiness.

Activision, Dublin (Ireland)

Localization QA Specialist (Italian) – June 2013 – June 2014

- Executed in-depth localization testing and reported issues with clarity.
- Supported text integration, smoke testing, and developer communication.
- Contributed to marketing efforts by capturing promotional screenshots and videos.

Technical Skills

Programming / Scripting: Python, JavaScript, PHP
Web Technologies: Laravel, WordPress, Next.js, Git, GitHub, HTML5, CSS3
Localization/CAT: MemoQ, Xloc, Hexcore, WorkDocs, translation memories, termbases
Project & QA Tools: Jira, DevTrack, TFS, Airtable, Notion, Office 365, Slack
Other Technical Skills: APIs, functional testing, UI testing, cross-browser testing

Italian – Native
English – Professional proficiency
Japanese – Conversational / Working proficiency

Core Competencies

Localization Project Management | Automation & Scripting | QA & Testing | Multicultural Team Leadership | Web Application Development | Client & Vendor Management | Documentation & Training | Problem Solving | Communication | Time Management