**ADHITIYA RACHMAN PRASUTIYO**

Manual QA Tester – Freelance Translator

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**SUMMARY**

A passionate and detail-oriented English-Indonesian translator with 11+ years of experience as a freelance translator. Excellent in Advertising, Game, Marketing, IT, Tourism, and other fields with localization approach for optimal translation.

**EXPERIENCES**

**FREELANCE TRANSLATOR**

Clever Translations (June 2023 – Present)

* Conducting translation, localization, and editing & proofreading for Gaming platform.
* Successfully helped the company passing a translation test to get a translation project from a client.

**FREELANCE TRANSLATOR**

String Incubator (October 2022 – Present)

* Conducting localization of a Gaming platform for more than 100,000 words.
* Collaborating with the LQA team to edit/proofread other contributors’ work.

**MANUAL QA TESTER**

Symbolic ID (2022 - 2023)

* Carrying out exploratory testing on the application developed by the company.
* Creating documents containing QA reproduction steps for other testers
* Coordinating other QA testers to conduct QA reproduction steps

**FREELANCE TRANSLATOR**

Freelance Translator (2012 - present)

* Conducting translation, localization, editing & proofreading, and/or transcreation to documents in various topics/fields.
* Maintaining a good relationship, after completing project, with clients in order to get my service(s) referred to their colleague(s) or simply to get a repeat order.

**EDUCATION**

**YOGYAKARTA STATE UNIVERSITY (2008 – 2014)**

Bachelor of Education (English Education Major) – GPA 3.17 of 4.00

**SKILLS**

|  |  |
| --- | --- |
| * Translation | * Transcreation |
| * Localization | * Language Quality Assurance |
| * Editing & Proofreading * Bug Tracking | * Project Management * Coordination |

**TOP 3 GAME LOCALIZATION/TRANSLATION-RELATED PROJECTS**

**Localization Quality Assurance of Mobile Game App (Sea of Conquest) (2024)**

* Conducting LQA for about 10 hours of work.
* Conducting manual QA for some technical aspects in addition to the LQA

**Localization of BGaming's Gaming Platform (2022 – Present)**

* Conducting localization for about 100,000+ word counts.
* Collaborating with the LQA team to edit/proofread other contributors’ work.

**Localization and Transcreation of App Store Game Apps (2019)**

* Conducting localization and transcreation for about 40,000+ word counts for the descriptions, taglines, and short notes of game apps available in iTunes.

**SPECIALISM**

|  |  |
| --- | --- |
| * Advertising | * Education |
| * Marketing | * Legal |
| * Economics | * IT |
| * Tourism | * Game |
| * Hospitality |  |

**CAT**

|  |  |
| --- | --- |
| * Smartcat | * Crowdin |
| * Matecat | * MemoQ |
| * Wordbee | * Trados Studio 2021 |
| * Memsource |  |