**ADHITIYA RACHMAN PRASUTIYO**

Manual QA Tester – Freelance Translator

Yogyakarta, ID [whatsapp](https://api.whatsapp.com/send/?phone=6285327675020&text&type=phone_number&app_absent=0) | Email | [LinkedIn](https://www.linkedin.com/in/adhitiya-rachman/) | [Proz](https://www.proz.com/profile/2499023)

**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
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**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
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| * Memsource
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