

Giovanna Ruiu

Chinese/ English > Italian Professional Translator

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About me

I am an Italian translation student who is very passionate about Chinese culture and current affairs. After having taken a sabbatical year in Taiwan, I decided to follow my passion and become an **Interpreter and Translator** using my **Mandarin** skills. My goal is to be able to Italy to know China and Chinese culture more deeply through translation and Interpreting, specifically through Chinese literature and media.

I am mother-tongue **Italian** and I speak **English and Mandarin fluently**.

Education

SOAS University - MA Translation (English - Mandarin) - 2018/2019 (currently enrolled)

London Metropolitan University - Interpreting Postgraduate Certificate - 2011/2012

MA in Media Design and Video Games Production, Milan (Italy) - 2008/2009

General Assembly, London - Digital Marketing Course (2018) Front End Course (2013) UX Design Course (2016)

BA in Foreign Languages, Cagliari (Italy) - 2005/2009

NTNU, Taipei - Intensive Mandarin 9 months course (2016 - 2017)

Ehwa Women University, Seoul - Intensive Korean 3 months course (2017)

Skills

English - TOEFL Certificate (score 111)

Mandarin Chinese - HSK 5 (Advanced - C1)

CAt Tools - CafeTrans, AegiSub

HTML, CSS, JavaScript, Sass, jQuery, Angular

UX, UI processes and fundamentals

Digital Marketing strategy and planning

Japanese and Korean - elementary - upper elementary

Experience

Freelance Translator - English <> Italian

As a freelance translator and Interpreter I had the chance to work on a variety of projects, some of them listed below:

2017 - Healthy Breast Workshop (Interpreter and Translator at a cancer prevention workshop, September 2017)

2015 Iconoclass jewellery (Interpreter in Munich at INHORGENTA MUNICH for Italian jewellery brand Iconoclass, February 2015)

Quid Tea website (english version proofreading - quidtea.com)

Terraria video game - Italian translation proofread

2010 Internal Translator and Localisation Manager for Giochi Preziosi

BeHero (video game localisation and localisation manager)

My Real Life (Localisation manager)

My Life (Marketing localisation)

Front End Developer - rehabstudio, London – October 2015/ July 2016

I was responsible of the front end code of many site along with the team. Responsible to create, along with the team, many platforms for third party clients as well as internal projects. In terms of UX, I worked closely with the UX team to review the user flows as well as the interactions of the products. During my stay at rehabstudio I worked at projects such as **Coca Cola taste the feeling** (<https://tastethefeeling.coca-cola.com/>) and **Google Digital Garage** (<https://digitalgarage.withgoogle.com/>). During this time I also developed the **UX and UI for a smartwatch banking app** concept, which you can test here: <http://thinkapps.com/watch-apps/project/preview/7ca06a1a-283a-400d-83ee-58ccc3df4a9d/landing-screen>.

Junior Front End Developer - AnalogFolk, London – August 2013/ August 2015

My first Front End role, I was responsible of the front end code of many site along with the team. Among the projects I have worked on, the company site www.analogfolk.com, www.duluxtradepaintexpert.co.uk, www.cuprinol.co.uk as well as the 2014 site for the Malibu campaign Best Summer Ever.

Campaigns Manager - PlayMob, London - 04/2012 - 09/2012

I was responsible for the management of the company's campaign as well as handling relations with both game developers and charities.

Producer and Brand Manager – Giochi Preziosi, Milan - 2009/2011

I was responsible for Development of new product lines and their marketing strategies, marketing field researches and product promotion campaign supervision, localisation management, testing and development in contact with R&D. My team developed the handheld video game BeHero.

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