

Sarah Grossi

Editor, Translator and Copywriter
(English, Italian)

Contact

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📌 [LinkedIn](#)

🌐 Website

Education

● Master's Degree in Games

2017 - 2019

IT Univeristy of Copenhagen, Denmark

- I studied game design, interactive narrative, and transmedia storytelling, authoring academic papers and collaborating in teams.
- I worked as a Teaching Assistant for two semesters, facilitating class logistics (e.g., setting up rooms for workshops and presentations) and acting as a liaison between faculty and students.

● Bachelor's Degree in Linguistics and Media Studies

2012 - 2016

University of Florence, Italy

- I completed an interdisciplinary curriculum focused on the History of Creative Media, Linguistics, and best practices in Digital Communication.

Skills

- SEO Writing and Copywriting
- Translation and Localization
- Editing and Proofreading
- Fluent in English and Italian
- CMS and CAT tools

Work Experience

● Editor in Chief for the Italian Market

2023 - present

JustWatch (streaming guide), remote

- I proofread and edit Italian-language listicles on movies and TV shows for the platform's guide section, ensuring clarity, accuracy, and alignment with SEO guidelines.
- I supervise the work of the Italian Editorial Team, selecting content to write and providing guidance to the authors.
- I participate in weekly international editorial meetings to coordinate content strategies, roadmaps and updates.

● Translator and Copywriter (Eng to Ita)

2019 - present

Trustpilot (reviews platform), remote

- I translate marketing, sales, product, and customer service materials from English to Italian.
- I proofread and edit machine-translated content.

● Video Script Translator (Eng to Ita)

2021 - 2023

Underknown (media company), remote

- I translated video scripts for YouTube educational series How to Survive and What If from English to Italian, localizing data and cultural references to ensure relevance and engagement.

● Games Project Assistant

2019 - 2020

University of Copenhagen

- I taught foundational game and narrative design principles for choose-your-own-adventure games to undergraduate Humanities students.
- I planned and co-led an end-of-semester Game Jam, guiding students through the development and presentation of original text-based adventures.

● Translator and Communication Assistant

2018

Klassefilm (indie game company), Copenhagen

- I supported the full Italian localization of the video game *Cosmic Top Secret*, including UI elements, in-game dialogues, and media descriptions.
- I assisted in planning, creating, and scheduling social media content for the game's marketing campaign.

● Content Writer (Internship)

2017

Officina Giovani (cultural center), Italy

- I wrote job postings, volunteer opportunities, and curated the company's calendar of artistic events on the company's online Youth Portal.