

Maxim Olshin



location: Kyiv, Ukraine
phone: +380 95 470 2670
email: maximolshin@gmail.com
skype: maxim_olshin
telegram: @max_ol
linkedin: [Maxim Olshin](#)
TM-Town: [Maxim Olshin](#)

Hi! I am an English to Russian and Ukrainian localization professional specializing in video games, media, and software. Over the last 6 years I've worked on projects for major leading global tech and media companies, translated some pretty epic fighting titles you and your friends have probably had some good time with before a TV, had to immerse myself into the universe where there is only war, and for the past year have been coordinating translations for a review page of a certain app depository. Currently finishing up a translation of a Kurt Vonnegut book I've been working on at my leisure. I love a challenge, especially if it involves creativity on my part! Details below.

Work Experience:

05.2018–to date **Senior Editor at Bridgehead Media**

- Translation and editing of media-, gaming- and technology-related copy for a major tech company.

03.2013–to date **Freelance Software and Video Game Translator**

- Completed projects over the last year include:
 - VR game using both consoles and handhelds for a major toy brand: ~25,000 words;
 - ERP application UI: ~5,000 words;
 - Mobile MMO strategy game: ~10,000 words;
 - Localization of several quests and puzzle games for handheld devices with continued translation of updates and descriptions: ~10,000 words;
 - Localization of a mind-mapping software (UI, user manual): ~ 30,000 words;
 - Large MMORPG translation project (~50,000 words).

06.2017–01.2018 **Remote English to Russian Full-time Video Game Translator at MoGi Group**

- Translation and a continuous support of various titles ranging from AAA shooters to casual games on mobile.

09.2015–01.2017 Remote Russian to English Video Game Translator at My.com

- Translation and a continuous support of several titles, including Juggernaut Wars, Juggernaut Champions, World of Dragons, etc.: over 300,000 words.

02.2015–09.2016 Localization Manager at ZeoAlliance

- Managing the process and implementation of localization of a software product into 12 languages;
- Development of glossaries;
- Random English editing and English to Russian translation tasks.

Education:

09.2009–06.2014 Donetsk National University

Qualification: Master's Degree in Translation, translator from two foreign languages (English, German)

Language Proficiency:

- English – advanced
- Russian – native
- Ukrainian – native

Professional Skills:

- Deep understanding of the inner workings of languages, their inflexions and peculiarities, be it regional dialecticisms, gamer slang or *techspeak*.
- Mastery of character counts and placeholders and of ways to work them into a Russian or a Ukrainian sentence structure.
- Experience with several CAT Tools: MemoQ (my tool of choice), SDL Trados Studio, Idiom WorldServer, Crowdin, etc.
- Not only do I already have a good grasp on many areas beyond my specializations, I love to dive deep into a subject to get to know its particulars and leave no new term unknown.

A word on my hobbies...

I feel that to be a good translator you must be, to a certain extent, a Renaissance man — you simply require that constant thirst for knowledge of the world. Well, a Renaissance man I am not, but I am a musical geek with my own record collection, a captain of a [What? Where? When?](#) team and since the spring of 2019 I own a bar (for which I do all of the creative writing, naturally)!