

SUMMARY OF QUALIFICATIONS

An experienced (10+ years), skilled English to Russian and English to Belarusian translator with strong pedagogical, marketing and cultural background specializing in IT, video games, marketing and tourism.

Fluent in English.

Services: translation, localization, cultural adaptation and transcreation

Language pair: English to Russian (mother tongue), English to Belarusian (mother tongue)

Areas of specialization: Video Games (RTS, JRPG, Western RPG, Mobile Games, Tabletop games and

Wargames: UI, in-game texts, dialogues, rules, mechanics, promo-materials), Software and App localization (UI, User guides, manuals and agreements, Legal information), Information Technology, Hardware, e-Commerce, Retail, Marketing, Tourism & Travel.

CAT tools: SDL Trados, memoQ, XTM, SmartCAT, Smartling, Crowdin. Ready to master any other CAT tool

EDUCATION

Specialist degree in the English Language, Minsk State Linguistic University, 2011

Specialist degree in Pedagogy, Belarusian State Pedagogical University, 2007

CERTIFICATES

Advanced Translation and Interpretation Training Programme

WORK EXPERIENCE

2007-2012: Teacher of English, tutor. Public and private educational institutions.

Jul 2012 - 2015: Translator and Interpreter at Belarusian State University of Informatics and Radioelectronics (Translation fields: International relations, Micro- and nanoelectronics, Radar systems, Sonochemistry, etc. Interpretation: Business, International relations, Conferences, Meetings and workshops).

2015 - 2017: Senior Translator at the National Academy of Sciences of Belarus (Fields: Environment Protection, Genetics, GMOs, International relations).

Jan 2009 – present: Independent translator: (Video Games, IT, Software, Websites and Mobile apps, Marketing, Tourism, International relations, Films, History, Politics, Humanities.)

2017-Present: Full-time independent translator and localization specialist.

VIDEO GAMES EXPERIENCE

Milestones:

2016-2017: Translation, Editing, Proofreading, Publishing checking of a famous Wargame franchise. Volume: 130 000+ words translated. 220 000+ words proofread. Publishing checking: 50+ hours.

2018: jRPG with rich tactical combat system. 60 000+ words. Mobile games. Roles: translator, proofreader.

2019: AAA title in an open world. Mobile games. Overall volume: 100 000+ words. Roles: translator, proofreader.

2020: A variety of mobile games. Genres: Survival, strategy, adventure. Overall volume: 120 000+ words. Roles: translator, proofreader.

2021: Rogue-lite title with several unique mechanics. Mobile games. Roles: translator, proofreader, glossary clarification. Volume: 130 000+ words translated, 180 000+ words proofread. Roles: translator, proofreader, glossary creation.

2022: Mobile game (RPG with gacha elements), Racing game. Overall volume: 40 000+ words translated, 30 000+ words proofread. Roles: translator, proofreader.

GAMING EXPERIENCE

Overall gaming experience: 20+ years, major platform: PC, familiar with PS and Xbox titles. Favorite genres: RPG (Western and jRPG), RTS, TBS, Shooters, Adventures (including immersive sims).

KNOWLEDGE AND SKILLS

Knowledge of computer software, Internet, applications (MS Office, Adobe Acrobat, ABBYY Lingvo, ABBYY FineReader), CAT Tools, Subtitle editors. Responsiveness, fast turn-around, and ability to adapt to tight deadlines without loss of quality.