

# IVA VAVROVA

CZECH – ENGLISH TRANSLATOR

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I am a Czech native speaker with English on a professional level. I have nine years of experience with translation from English into Czech, having worked with a very broad range of texts, from academic writing to localizations. I am an EU accredited interpreter and have academic degrees from Translation and Interpreting Studies and General Linguistics. I am based in the Czech Republic and specialize in EU terminology, localization and gaming, and arts and humanities.

## WORK EXPERIENCE

### **Interpreter; European Commission**

October 2019 – present

- As an EU accredited interpreter, I provide interpretation at high-level EU conferences and sessions for the European Council and the European Commission.

### **Translator; Czech Pirate Party**

December 2018 – present

- I translate and proofread a variety of texts for the Czech Pirate Party: PR materials and articles, but also texts related to the work of Pirate Party MEPs in the European Parliament and other EU documents.

### **Translator; Bridgehead Media**

September 2018 – March 2019

- I translated PR materials and app copywriting from English into Czech – mainly concerning games and technical applications by Apple.

### **Translator; KPMG**

June – July 2018

- I translated a book on data analytics by KPMG from English into Czech in a team of six translators.

### **Translator; Quill Content**

Nov 2016 – Feb 2017

- I worked with Quill as a freelance content creator, translating a variety of content from English into Czech. My last project in Quill included translating primarily marketing-oriented content for Regus, a global office space provider.

### **Translator; Rudito.cz**

Oct 2013 – Nov 2018

- I worked for Rudito, a Czech translation agency, providing Czech and English translations of academic papers and books on sports and project management for the Faculty of Physical Education and Sport, Charles University.

### **Translator and Localization Expert, Comgad**

Jun 2011 – Sept 2011

- I took part in localizing the popular video game TES: Skyrim into Czech, in the biggest Czech game localization project to date.

# EDUCATION

## **Faculty of Arts, Charles University**

2016 – 2019

- Master's programme: Interpreting Studies Czech – English and General Linguistics

## **European Masters in Conference Interpreting**

2017 – 2018

- A course organized by Charles University in collaboration with DG SCIC of the European Commission and DG INTE of the European Parliament, aimed to train potential interpreters for the European institutions.

## **Faculty of Arts, Charles University**

2012–2016

- Bachelor's programme: English for Intercultural Communication and General Linguistics

## **English Literature, School of Creative Arts, Edinburgh Napier University**

2014–2015

- Full year exchange as part of the Erasmus programme.

# ACCREDITATIONS AND CERTIFICATES

## **EU Freelance Interpreter Accreditation Test**

February 2019

- I became an Accredited Conference Interpreter for the EU institutions with Czech as an A language and English as a B language

## **Certificate of Advanced English**

June 2011

- The Cambridge ESOL certificate confirmed my level of English as level C2 according to CEF

# SKILLS AND ABILITIES

## **Specializations**

- Gaming, including roleplaying games, tabletop and board games, and computer games and apps.
- Marketing, PR materials and websites
- Academic articles, especially in the field of humanities, social sciences and education studies.
- EU institutions terminology

## **Hard skills**

- Good knowledge of MS Office, LibreOffice and Google Docs
- Experience with shared editing systems through Google Docs, Dropbox, and FTP servers.
- Professional knowledge of SDL Studio (license for SDL 2019), as well as MemSource.