JULIEN PONS (Mr.)

English-to-French translator, videogame localization

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PROFILE

Native French speaker with a passion for videogames and the industry. Master's degree in English Literature, trained in professional translation, with experience in videogame localization, proofreading, transcribing, video editing and content writing for specialized website. Used to working with deadlines in both an academic and a professional context. Good computer knowledge, basic knowledge of Framemaker, Sony Vegas Pro and DaVinci Resolve, as well as HTML and CSS.

PROFESSIONAL EXPERIENCE

Ingeliance, Paris, France Technical writer, Feb 2019 – Present

- Maintain records and files of work and revisions in both French and English.
- Assist in laying out material for publication.
- Review manufacturer's and trade catalogs, drawings and other data relative to operation, maintenance, and service of equipment.
- Draw sketches to illustrate specified materials or assembly sequence.

Freelance, Paris, France Freelance translator, Sep 2014 – Feb 2019

- Proofread approximately half of the French localization for the videogame *Aggressors: Ancient Rome* by Kubat Software.
- Transcribed and post-edited audio and video files (both French and English).
- Localized videogames for the French market (*Betrayer* by Blackpowder Games, *Spirits of Xanadu* by Good Morning, Commander).
- Translated articles about the music industry for the company Mercinity.

GamingTest.fr, Paris, France Web editor, Oct 2012 – Jun 2014

- Published articles, reviews and video walkthroughs for a French website dedicated to the videogame industry.
- Covered various topics and genres, with a marked interest in RPGs and "oldies".
- Recorded and uploaded more than forty video walkthroughs, with added subtitles when necessary (English-to-French translation).

EDUCATION

Université Paris Diderot Paris, France

• M.A. English Literature (Jun 2018), specialization in translation