

Alain Dellepiane

English to Italian game localization director

alain@gloc.it

Summary

- 10 years of experience both in-house and freelance
- Leading a 1,000,000+ words/year translation team
- Translation tools, QA and groupware specialist
- Fluent in Italian, English, French and Spanish

Specialties

translation, localization, teamwork, QA, TRC TCR

Experience

Founder and director at GLOC Game Localization 24/7

April 2008 - Present (4 years 11 months)

- Scalable team designed for quick response, high volumes and consistency. Core members in Japan, Italy and USA. (<http://gloc.it> - @GLOC247)
 - Selection, management and payment of freelance translators
 - Research and deployment of translation tools, QA systems and groupware
 - Crafting style guides and core terminology based on each title, its history and intended audience
 - Preparing source files, memories and reference for translation tool use
 - Translation of dialogues, games text, documentation and websites
 - QA and internal revision
- 1,000,000+ words translated in 2009, 2010, 2011, 2012 across all genres and platforms.
4 recommendations available upon request

Consultant at myGengo

May 2010 - May 2010 (1 month)

- In-house consulting on translation memory tools and automated QA of crowdsourced translations via the SAE J2450 Quality Metric system - <http://bit.ly/atGengo>

Lead translator for "Last Remnant" at Square Enix

September 2007 - April 2008 (8 months)

- In-house assignment at Square-Enix, Tokyo
- Translation of dialogues, games text, documentation
- Responsible for Italian guidelines, coordination and revision

Freelance translator at Various translation agencies

October 2005 - April 2008 (2 years 7 months)

- Translation of dialogues, games text, documentation and websites
- "The excellent Italian localization of screen texts allows non-English speakers to fully enjoy this title."
(Gamesurf.it - Naruto: The Broken Bond)
- "A masterpiece enhanced by a solid Italian translation." (PlayStation Magazine - Valkyrie Profile: Silmeria)

Senior localization editor at Rockstar Lincoln

2003 - 2005 (2 years)

- Responsible for platform terminology compliance (Microsoft, Nintendo, Sony)
 - Editor for quality and consistency
 - Translation of last minute files and updates
 - In-game testing, reporting and regression
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- Main titles: Grand Theft Auto: San Andreas, Red Dead Revolver, Max Payne 2, Mafia, Grand Theft Auto 3, Manhunt - <http://bit.ly/atRockstar>
- 1 recommendation available upon request*

Languages

English

Italian

French

Spanish

Japanese

Education

Japanese-Language Proficiency Test

N5, Japanese language, 2010 - 2019

City University (GB)

Institute of Linguists Diploma in translation, Translation, 2005 - 2006

University of Cambridge

Certificate of Proficiency in English, English language, 2003 - 2004

Università degli Studi di Genova

Laurea in lingue e letterature straniere, Foreign languages, 1998 - 2002

Publications

Speech at the 9th Game Localization Round Table ("Joe Freelance VS the Mammoth Game Translation")

Localization World 2011 Barcelona 2011

Authors: Alain Dellepiane, Matteo Scarabelli, Elisa Di Fiore

<http://slidesha.re/GLOC247>

Interview ("Let's talk about localization")

videogame.it 2011

Authors: Alain Dellepiane, Matteo Scarabelli, Andrea Maderna

<http://bit.ly/GCom2011>

Italian podcast ("Outcast localization special feature")

Outcast.it 2012

Authors: Alain Dellepiane, Matteo Scarabelli, Alessandro De Luca, Elisa Di Fiore, Andrea Maderna

<http://bit.ly/outcast-podcast>

Skills & Expertise

Localization

Translation

Quality Assurance

Teamwork

Video Games

Linguistics

Italian

English

Xbox 360

Internationalization

Localization Testing

Proofreading

Terminology Management

Terminology

Technical Translation

Translation Services

Subtitling

Translation Management

Language Services

L10n

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5 people have recommended Alain

"Working with Alain is a guarantee of top-quality final result. I consider him an expert in game localization and always trust his choices, because he puts extra care in every step of the localization process and makes sure his team complies with his standards. On top of this, he's always friendly and has a positive attitude, which makes working with him a real pleasure."

— **Marta Fumagalli**, was Alain's client

"I've been working with Alain for years, first as his client and recently in his team. As a translator Alain always gives a quality product, and when I worked with him as lead I could easily understand why. Not only he is very careful in planning (he surely allocates more time for proofing and review than many others) and has, of course, very good linguistic skills, but he always makes an extra effort to gather as many background resources as possible for the project at hand, so that everybody can give their best performance."

— **Antonio Vaccarino**, *Freelance Translator, (Self-employed)*, was with another company when working with Alain at localization.it

"Alain is an excellent translator I've had the pleasure to work with many times. He's reliable, quick, detail-oriented and fond of his work. Moreover, he's a very nice person to chat with, anytime you have the chance to."

— **Sara Negro**, was Alain's client

"Alain is very dedicated to his work, versatile and brilliant. He is constantly looking for solutions to issues and always willing to offer his assistance. He would be an asset to any localization project."

— **Francis Ishii**, was Alain's client

"Alain and I worked together on numerous projects during the 2 years he was at Rockstar Lincoln. He is meticulous, reliable and very hard-working. I strongly recommend him."

— **Antoine Cabrol**, *Localisation QA Supervisor, Rockstar Lincoln*, worked directly with Alain at Rockstar Lincoln

[Contact Alain on LinkedIn](#)