

About Me

Professional translator and linguist, native in Russian, with a registered sole proprietorship in Serbia. Attention to details, strong focus on quality, and ethical approach are among my core values. For over 12 years, I translate my proficiency, expertise, and competence into benefits for my clients.

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Languages

Russian: Native
English: Fluent (C2)
German: Advanced (C1)
Polish: Upper Intermediate (B1)

Skills

Localization
Revision/LQA
Subtitling
Transcreation
Regex, Markdown
Coding basics (C++, html)

CATs & Software

Jira, Trello, Microsoft Office
Crowdin, Smartling, Xloc
Trados, memoQ, Phrase
Subtitle Edit, Aegisub
Verifika, Xbench
Figma, Slack

Work Experience

Freelance translator and linguist since 2009. Participated in hundreds of projects, specializing mainly in the engineering, IT, and marketing fields; having accumulated vast experience, acquired expertise, and developed best practices.

Feature Projects

March 2023 – December 2023
Russian LQA Specialist
Terra Localizations

Localization quality assurance of major AAA game titles and gaming development software. Translating and revising translations from multiple vendors (strings, blogs, press-releases, documentation, marketing materials), localization testing of game and software builds in an agile development process, live checking of released products, interacting with stakeholders on localization-related matters (drafting style guides, composing and verifying glossaries, managing translation memories).

June 2018 – 2020
Russian LQA Specialist
Freelance

Regular quality assessment tasks in the English to Russian pair for a major CAD software developer. Supervised previously translated content on a random basis, reviewed ongoing projects, arbitrated disputes between linguists on translation issues, managed glossaries, translated missing parts, checked the adherence to the brand's guidelines. The content under review included tutorials, knowledge bases, user guides, web contents, UI-elements.

September 2015 – up to date
English to Russian Localization Specialist
Freelance

Participated in projects at almost every pipeline stage. Translated pitch and game design documents; programming guides and manuals; articles on technical aspects of development (game engines, rendering, 3D-modeling); narration content and dialog lines; description of game mechanics; UI-elements (buttons, tips, interfaces, menu); EULAs and other agreements; community blog posts; patch notes, etc. Game examples: competitive 3D-shooter, 3D-action game, isometric CRPG, MOBA for mobile devices, quest/puzzle games.

Education

- 2004–2009 Specialist's degree in translation studies and linguistics, Chuvash State University, Russia
Solid theoretical base, proficiency in English and German, learning and research methodology, professional mentoring by ex-translators and linguists
- 2011–2014 Bachelor's degree in electrical engineering, Chuvash State University, Russia
Subject matter knowledge, basic programming skills, improved terminology management, engineer's perspective on translation

Further Development

- Self-education (lectures, webinars, articles, etc.) in linguistics, translatology, UX-design, programming, areas of specialization
- Attending trade conferences (ELIA Together, Warsaw Translation and Localization Conference, LocFromHome, Belarus Translation Forum)
- Honing language skills through speaking, listening and immersion into foreign cultures

Gamer's Path

I've been playing video- and computer games since 1993. With ZX-Spectrum and NES being my first consoles, I haven't missed a single generation of consoles, having played almost all major titles in most genres, on most platforms.

Since my teenage and student years, I closely follow game industry news via magazines, web articles, Youtube channels and podcasts, including those made by game developers for game developers, e.g. How games are made (Как делают игры). I'm aware of the industry's history, milestones, turning points, trends and recent events.

I know what gamers look for and expect from localizations. I know how bad localization can completely ruin the gaming process and experience. Unfortunately, that's the case with many titles localized for Russian markets. For that reason, I try to evaluate the localization from the gamer's perspective, first and foremost.