

ALEXANDER MANAENKOV

English-Russian Translator | Video Game Localization | manoftranslation.com

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Location: [Tomsk](#), Russia (EST +12:00, UTC +07:00)

Availability: 9 am until 6 pm CET

Testimonials: [ProZ](#), [Facebook](#)

Mother tongue: Russian

EXPERIENCE AND TOOLS

- Started my translation career in Jan 2010. Working in video game localization on a full-time freelance basis since 2014
- 7.5M+ words translated and proofread since the beginning of my career
- 200+ hours of localization testing performed for a dozen of video game projects
- 60+ on-boarding linguist tests reviewed for various clients
- 3 video game translators tutored
- Main CATs: memoQ, Memsource, worked with many other translation tools and platforms

CAPACITY, RATES, PAYMENT METHODS

- On average, I can translate 3,000–4,000 words/day or review up to 8,000–10,000 words/day
- My rates are USD 0.10 per source word for translation, USD 0.05 per source word for editing/proofreading, USD 0.04 per source word for monolingual review
- Rate for QA jobs, transcreation, on-boarding test reviews, localization testing, etc. is USD 30 per hour
- I accept payments via bank transfer (SWIFT) or Smartcat

FREELANCE EMPLOYMENT HISTORY

Working as a **Freelance English-Russian Translator** (since Oct 2013)

Ongoing collaboration with [EC Innovations](#) & [ECI Games](#) (China), [Terra Localizations](#) (Argentina), [Lilith Games](#) (Hong Kong), [Worders](#) (France), [Freedman International](#) (UK, USA), [Universally Speaking](#) (UK)

Used to work with [One Global](#) (UK), [Tethras](#) (Ireland), [GlobalLoc](#) (Germany), [Roboto Translation](#) (Poland), [Translive Global](#) (UK), [The Translation People](#) (France), [CSOFT](#) (China), [Gengo](#) (Japan), [Dixit](#) (France), [ABBY](#) (Russia), direct clients such as [Aeria Games](#) & [gamigo](#) (Germany), [App Annie](#) (UK), [Airbnb](#) (Ireland), small indie game devs such as [Hovgaard Games](#) (Denmark), [Wixot](#) (Turkey), and individuals

- **Around 50 video game titles fully localized from scratch (most of the titles cannot be disclosed due to NDAs) + dozens of other video game projects where I participated in various roles**
Platforms: PC, Xbox One, Xbox 360, PS3, PS4, PS Vita, Nintendo, mobile
Genres: FPS, Racing, e-Sports, Space Flight Simulator, and many more
Content: UI, audio and onscreen strings, subtitles, marketing and web content, blogs
- **Some remarkable video game projects I was involved in:**
Partial localization:
[Lilith Games' Soul Hunters](#) & [Art of Conquest](#) — 650k+ words translated/reviewed, (since Nov 2019)
[Aeria's Heroes & Puzzles](#) — 19k words translated (Sept 2017)
[Kabam's Marvel: Contest of Champions](#) — 120k+ words translated, [Fast & Furious: Legacy](#) — 30k words translated, and [Star Wars: Uprising](#) — 18k words translated (Jun 2015—Feb 2017)
[EA's NHL 15](#) — 27k words translated (May 2014—May 2015)

Full localization:
[EA's Battlefield Hardline](#) — 508k words translated, [Need for Speed](#) — 180k words translated, [NBA LIVE Mobile](#) — 340k+ words translated (May 2014—Oct 2018)
[Deep Silver's Galaxy on Fire 3 — Manticore](#) — 47k words translated (Sept 2016—Oct 2016)

Content: UI, narration, special offers, daily updates, forum posts, mass messages, bundle names, item descriptions, press releases, etc.

- **100+ apps, mobile games, websites translated or reviewed**
Platforms: iOS, Android, Windows Phone, Mac
Genres: MMORPG, Trivia, Puzzles, Educational, Races, Arcade, Sports, Music, Editors, etc.
Content: UI, in-app messages, app store descriptions, keywords
- Translation of marketing materials, e-commerce product descriptions, presentations, press releases, user manuals, product specifications, correspondence, and many more
- Transcreation (taglines, text ads, social media banners, app store screenshots) and proofreading
- Localization testing, QA, test reviews
- Creating and maintaining style guides and glossaries

IN-HOUSE EMPLOYMENT HISTORY

- **In-house English-Russian Translator** at [Palex](#) (Tomsk, Russia, Nov 2011—Aug 2013)
Translation and localization of user interfaces and web pages, translation of marketing and technical materials
- **Electronic Engineer and On-Site Translator** at “Contur” plant (Tomsk, Russia, Jan 2010—Nov 2011)
A long-term technical project involving translation and interpreting. 4-month business trip to Kuwait for providing translation services on-site

VOLUNTEERING

Was helping expand access to healthcare-related information and vital knowledge in Russian to those in need for [Translators Without Borders](#) & [The Rosetta Foundation](#) (Oct 2014—Apr 2016) as well as localizing [just for fun for Twitter](#) & moderating its community translations (June 2012—Mar 2014)

EDUCATION AND QUALIFICATIONS

- English-to-Russian Translator Diploma from [Tomsk Polytechnic University](#) (Russia, June 2011)
- Radio Engineering Diploma from [Tomsk State University of Control Systems and Radio Electronics](#) (Russia, June 2009)

COURSES, CONFERENCES, CERTIFICATES, AND AWARDS

- Awarded the [Outstanding Partner of the Year](#) Certificate by [EC Innovations](#) (Jan 2024)
- Attended [Translation Forum Russia](#) as a listener (Ufa, Russia, Sept 2023)
- Spoke at the [2nd Game Localization Solution & Technology](#) hosted by [ECI Games](#) (Shanghai, July 2023)
- Took the [Translation Quality Management](#) course on Coursera (Sept 2020)
- Participated at [BP19 Translation Conference](#) as a listener (Bologna, May 2019)
- Attended a dozen of online translation & localization events as a listener (since Sept 2014)
- Took the [Localization for Developers](#) course on Lynda.com (Dec 2016)
- Took the [ColWri2.2x: English Grammar and Essay Writing](#) course on edX (Feb 2016)

More certificates and reference letters can be found [here](#)



My website
manoftranslation.com



Most [professional/attractive](#)
ProZ.com profile



My tiny team
stellarloc.com