

+ employment

Freelance Translator (EN>ES)

Oct 2011 to Current

Translation and proofreading for translation agencies and direct clients.

AREAS OF SPECIALIZATION

Localization:
- Video games
- Software
- Websites
- Mobile Apps (iOS, Android)
Photography/Imaging
Marketing

CAT TOOLS

Trados 2014
MemoQ

Electronic Arts (EA)

Localization Tester (Spanish)

Aug 2013 to Aug 2014

Linguistic quality checks of the localized products in-line with EA procedures and requirements. Specific tasks include:

- Complete assigned tasks within a specified timeframe in order to detect bugs, software flaws and design issues.
- Ensure the correct write-up of bugs, flaws and issues on a daily basis using the relevant databases and bug-tracking tools.
- Where applicable, propose suggestions to facilitate fixes.
- Proofreading: audio and text assets review before implementation, first party naming convention and guidelines (Microsoft, Sony)

Activision

Spanish QA Tester

Jun 2013 to Jul 2013

Localization and functional testing of pre-release video games on different platforms (X360, DS, web). Specific tasks include:

- Reviewing language assets (audio and text) before integration.
- Identifying, submitting and regressing bugs using the relevant tools.
- Providing ad-hoc translations.

CULTURETRANSLATE

Spanish Translator

Mar 2013 to Jun 2013

Translation and proofreading of e-manuals and marketing materials for different Nintendo video games as well as other clients.

Electronic Arts

Localization Tester (Spanish)

Nov 2012 to Jan 2013

In-house localization testing of pre-release video games on different platforms (CG, NG, mobile).

Projects I have been involved in as a tester:

- Dead Space 3
- NFS: Most Wanted DLCs

Localization Tester (Spanish)

Jul 2012 to Sep 2012

In-house localization testing of pre-release video games on different platforms (CG, NG, mobile). Specific tasks include:

- Detect and report bugs using bug-tracking tools.
- Reviews: translations, first party naming conventions and guidelines.
- Produce daily reports on assigned daily tasks.

Projects I have been involved in as a tester:

- FIFA 13 (CG)
- Need for Speed: Most Wanted (PS Vita)

EA Campus participant (Linguistic Tester)

Apr 2012 to Jun 2012

Two-month intensive in-house training program as a linguistic tester at Electronic Arts.

Mozilla Hispano

EN-ES Localizer

Apr 2012 to Sep 2012

EN-ES localization of website content hosted at Mozilla websites.

Proofreading and updating Mozilla help articles (SUMO).

+ education

Universidad Pablo de Olavide

MA in Translation and Interpreting 2012

Universidad de Cádiz

B.A. English Studies 2011

Kingston University

B.A. English Studies 2009

+ projects

Dragon Age: Inquisition

Battlefield 4 DLC: Dragon's Teeth

Titanfall

Need for Speed: Rivals

Skylanders SWAP Force

Dead Space 3

Need for Speed: Most Wanted DLCs

Need for Speed: Most Wanted

FIFA 13

+ volunteering

Kiva.org

Nov 2011 to Mar

Volunteer Translator

2012

Translating and proofreading microcredit loans from Spanish to English.
Updating the Spanish collaborative glossary with frequently-used terms.

+ skills

CAT TOOLS

SDL Trados
2014

MemoQ

MS OFFICE

Microsoft
Excel

Microsoft
Word

OTHER

HTML/CSS

JIRA

DevTrack

Subtitle
Workshop

VisualSubSync