Cal Hampton (BA)
Digital Entertainment Localisation

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Summary

She/Her. I am a Japanese to English translator based in the UK, specialising in video games, manga, and other forms of entertainment. I have been translating professionally since 2015 but am always eager to learn more and improve my skills. I studied Japanese at university, have spent time living in Japan, and have passed the JLPT exam. I am a native speaker of UK English but also comfortable working in US English. I pride myself on providing translations that are smooth and natural to give end users the most enjoyable experience possible.

Key Achievements

- I am primarily a freelancer but have also worked in-house, both as a translator and taking on editing and QA duties as required. Teamwork was a must, not only within my own team but also with other translators who used our work as their source text.

- In addition to translation, I have experience as a proofreader, checking the accuracy and consistency of translations and flagging potential issues. This has helped me deepen my understanding of the localisation process and better appreciate the intricacies of language.

- I have contributed to the localisation of many video games across several different platforms, including PC, console, smartphone, and arcade machines. These titles have included a range of genres and tones, from games for younger children to 18+ content.

- Outside of video games, I have some experience with manga and prose literature. I believe it is important to recognise and adjust to each medium's unique challenges, while still providing a consistent narrative.

- While my primary focus is fiction, I have also handled various non-fiction projects, such as interviews, product descriptions, and tourist information.

- I am familiar with CAT, desktop publishing, and subtitle creation tools. Software I have worked with in the past includes: MemoQ, SmartCAT, Wordfast Anywhere, Wordbee, Aegisub, MOES, iVerse Comics+.

- I studied Japanese at the School of Oriental and African Studies, which included intensive language classes and a foreign exchange program. I spent six months at Nanzan University, Nagoya, where I was able to further immerse myself in the language and culture of Japan. Since graduating I have passed the Japanese Language Proficiency Test at the highest level.

Education

N1 Level Japanese Language Proficiency Test, Japan Foundation, 2015
BA Japanese, University of London School of Oriental and African Studies, 2012

Past Projects & Clients

Pole to Win UK – Video game translation & proofreading. Mar 2015-May 2023
http://www.ptw-i.com/

Active Gaming Media – Manga and video game translation & proofreading. Dec 2015-May 2023
http://www.activegamingmedia.com/en/

Frontwing – Video game localisation QA. May 2023
http://en.frontwing.jp/

Catal Communications – Short story proofreading. Dec 2021
https://catal-comm.jp/

Alpha Games – Video game translation & proofreading. May-Nov 2019
https://games.alphacrc.com/

Transatlantic Translation Group – Video game translation. Oct-Dec 2016
Survey response translation. Feb, May 2019
http://ttgtranslates.com/

Verboo Language Service – Subtitle creation & translation (art related). June 2018
http://verboo.co.uk/

Sublime Subtitling & Translation – Text translation (music related). Feb 2018
http://sublimesubtitling.com/

Inlingo Game Localization Studio – Text translation (video game related). Feb 2018
https://inlingogames.com/

Transfluent – Manga translation. Mar 2015
http://transfluent.com/

Athelstan Militaria – translation of signature on antique sword blade and creation of explanatory notes. C. 2014

Memberships & Profiles

Proz
LinkedIn
Translators Café
Translations for Progress