



Felipe Mercader Martínez

VIDEO GAME LOCALIZER

ENGLISH INTO **SPANISH**
FRENCH INTO **SPANISH**

Services

- LOCALIZATION
- REVIEW/EDITING
- PROOFREADING
- LQA TESTING
- LQI REVIEW
- GLOSSARY CREATION
- LOCALIZATION ENGINEERING

Contact



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NEXT LEVEL
LOCALIZATION

About me

I have been playing video games since I was a child and now I translate them into Spanish for a living. After a lifetime experience in gaming and **a decade experience working in game localization**, I can say I am ready to take your game localization to the next level. I am passionate about languages, creative writing and I spend most of my time reading every bit of video game lore I can find.

Working experience • Portfolio

- » **Lost Ark • 1,250,000 words • Review.**
- » **Elden Ring • 550,000 words • Complete review and team coordinator for Spanish localization.**
- » **Defender's Quest: Valley of the Forgotten • 80,000 words • Complete translation, review and LQA testing.**
- » **Saturnalia • 38,500 words • Complete translation and review.**
- » **FIFA 18: Fifa World Cup update and FIFA 19 • 50,000 words • Translation.**
- » **Dicey Dungeons • 45,000 words • Complete translation, review and LQA testing.**
- » **Anthem • 130,000 words • Translation.**
- » **Control • 47,500 words • Translation, review and LQA testing.**
- » **Mafia: Definitive Edition • Complete LQA testing.**
- » **Kingdoms of Amalur: Re-Reckoning • 78,000 words • Complete review.**
- » **Salt and Sacrifice • 63,000 words • Complete translation, review and testing.**
- » **Mutazione • 90,000 words • Complete review.**
- » **Doraemon Story of Seasons • 220,000 words • Complete 110,000 translation + 110,000 review.**
- » **Complete list of +175 titles could be provided upon request • Several million words translated, reviewed and tested after a decade working as a professional localizer.**

Academic and training

- **2014 • Design, organization and evaluation of videogames and gamification.**
- **2013–2014 • Masters' Degree in Tradumática (Translation and New Technologies) at the Autonomus University of Barcelona.**
- **2013 • Video game localization course (40 hours) by Curri Barceló in AulaSic.**
- **2009–2013 • Degree in Translation and Interpreting – University of Murcia (English and French).**

Tools

- Top-notch **CAT** software.
- **File Format** expertise.
- **Programming languages** knowledge.
- Latest **QA** software.
- State-of-the-art **computer setup**.
- Game localization **bibliography and resources.**