

# **Bella Cardoso de Carvalho**

Videogame Translation, Localization, Proofreading

English > Brazilian Portuguese

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**Current location:** Brazil (BRT/UTC-3)

## **SKILLS**

Excellent domain of native language, highly creative, organized and committed

## **MAIN TOOLS**

memoQ, Crowdin

## **TRANSLATION EXPERIENCE**

### **Freelance Translator (Since 2015)**

I localize, edit and proofread video games and technology-related material, including marketing and distribution material.

I have worked primarily with apps and games for PC, consoles, and mobile. The main genres I worked with are Action, Adventure, Battle Royale, MMORPG, MOBA, Puzzle, Sandbox, Strategy, Survival, RPG.

I am also familiar with the workflow for bug testing and LQA of games and apps.

### **Volunteer Work**

#### **Translator (2015)**

I have worked as a collaborator on the team translating the IGDA's Best Practices for Game Localization guide in the pair EN>PTBR.

## **OTHER WORK EXPERIENCE**

### **Teacher at CALJ - Treinamento e Ensino de Idiomas (2013 - 2015)**

I have worked teaching Portuguese as second language and English as second language for expats of various multinational companies and their families.

## **EDUCATION**

**Bachelor** - Universidade de São Paulo - 2013

Bachelor's degree in Languages and Literature - Portuguese and Japanese

Subjects include: Introduction to Translation Studies, Introduction to the Practice of Translating from English, Commented Translation from English

### **Additional Studies**

Introduction to Game Localization - Pablo Muñoz - 2016

A Tradução de Textos Literários e a Linguística de Corpus (*Translation of Literary Texts and Corpus Linguistics*) - Universidade de São Paulo - 2012