

LUIZ PAULO FERRAZ

TRANSLATOR,
PROJECT LEAD

CONTACT INFORMATION

- Phone: (+55 84) 99933-9752
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SKILLS & SOFTWARE

- Brazilian Portuguese (Native)
- English (Fluent)
- Subtitle Workshop
- CAT Tools: MemoQ, Wordfast
- Microsoft Office

EDUCATION

- "Translation Techniques, Practices and Studies" — Post-graduate course PUC-Rio (2015-2016)
- Major in International Relations UnP-RN (2010-2012)

PROFESSIONAL EXPERIENCE

Freelance Translator (English to Portuguese)

(2016 – Current)

- I have worked in several different videogame localization projects in all sorts of genres, adapting different types of in-game text, which can include menus, dialogue subtitles, voice acting scripts, item names and descriptions, prose, poems, and more; as well as external texts, including advertisements, manuals, video subtitles, tweets, event rules, announcements, FAQs, and more.

Game localization requires a very versatile set of skills.

My translations have to range from conversational to technical to creative, and I am often required to apply some computer programming knowledge to understand how the text will fit into the game's interface.

Listed below are a few of the projects I've been a significant part of:

- Monster Hunter World: Iceborne
- Criminal Case
- Contra: Rogue Corps
- PlayerUnknown's Battleground
- Epic Seven
- Episode
- World of Warcraft
- Marvel's Guardians of the Galaxy
- Darkness Rises
- Spellbreak
- Mafia II: Definitive Edition

Language Lead for Fortnite

(February 2021 – December 2021)

- In 2021, the majority of my professional work was focused on Fortnite, one of the most popular online games of the past decade. I became one of the game's two lead translators in February. In this role, I did all of my regular translation work, some reviewer work, and coordinated with the rest of the team to make decisions regarding the game's textual style. I also oversaw other reviewers and translators to make sure the game's text was on par with our previously established style and quality level.

A crucial part of my work was being in constant communication with Epic Games' quality assurance team in our effort to give players the best possible gaming experience by providing accurate, engaging translations.

While working as project lead, I did a lot of QA work myself, combing through the game's content to make sure everything was in order.

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Freelance Subtitling Work

I have some subtitling experience, mainly translating dialogue from Brazilian Portuguese to English and reviewing English subtitles. I have done the entirety of the English subtitles for these two works:

Tingo Lingo (2018):

- a documentary about “cavaco-chinês” sellers in the streets of Natal and the countryside of the State of Rio Grande do Norte. For this project, I had to rely on my hearing skills, since there wasn't a script, as well as figure out ways to translate the regional idioms used by the people interviewed so international audiences could easily grasp the meaning and tone of what they had to say.

Dalton/Hebe (2016):

- A comedy web series about two friends, a woman and a gay man, navigating life as single young adults. This project was a special challenge due to the great amount of dialogue (there is barely any silence throughout the series' three episodes), which not only is spoken rather fast but also contains several local idioms and terms used specifically by the Brazilian LGBTQ+ community.

Even though it was difficult to fit everything that needed to be translated into an acceptable character count (for reading speed purposes) while conveying the meaning of all of the slang being used, I still managed to succeed.