

Henrique Maia

Translator • Localizer • Editor

+55 85 99604 8622

henriquemaiatranslations@gmail.com



PRESENTATION:

A localizer's job is to bring the video game experience to people who could not access it because of the language barrier. We make it possible for even more people to enjoy the work of art that the developers and writers created with so much love. And this is why I chose this career that I have been working on for the last 6 years, which is something that makes me proud and thrilled to be part of.

EDUCATION

Estácio de Sá University – Brazil

English Translation Postgraduation Studies - Faculty included professors from worldwide Universities, such as the University of Cambridge
2017 – 2019

University of Fortaleza – Brazil

Bachelor's in Law
2005 – 2011

Yázigi Language School – Brazil

English Studies
1996 – 2003

PROFILE AND QUALIFICATIONS:

- Over 5,000,000 translated words
- English Translation Post-graduate
- 30+ years of English studies
- Fluent in English
- Translation/Localization/Proofreading/Editing/MTPE/Testing
- Fields of Knowledge: Video Games, Board Games, Tabletop RPG, Literature and Linguistics.
- Published Writer

RELEVANT PROFESSIONAL EXPERIENCE:

eTranslation Services

Video games translation, review and editing.
2022 – Current

Translator's Family

Video games translation, review and editing.
2022 – Current

Baihang Translation

Various MMO video games translation projects, such as the memorable Dragon Nest
2018 – Current

Janus Worldwide

Various MMO video games translation projects, such as the memorable Dragon Nest
2018 – 2021

Freelance Writer

Published Works:
The Inner Beast (originally 'A Besta Interior') - Villains Anthology (originally 'Vilões') by Wish Publishing (www.editorawish.com.br)