

### **GET IN TOUCH**

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# MY SKILLS

- •••• Deadlines
- •••• Fast learner
- ••• Trados/MemoQ
- •••• Hardworking
- •••• Teamwork
- •••• Creativity

## MY GOALS

- Work with localization
- Improve my translation and writing skills
- Become a better and more experienced professional

# **KELVIN R. ARAUJO**

Connecting the world, one game at a time.

## ABOUT ME

A game lover since childhood, I started learning English while playing games. My love for translation was born from the feeling of playing a translated game for the first time. When I was young, it wasn't something very common in Brazil. Today, I'm part of a very brilliant team of translators and we often work in amazing projects. It's really satisfying to work in a game and see it being released, and I wish to experience this a lot more of that.

#### PROFESSIONAL BACKGROUND

- More than 300.000 words translated in over 1 year of experience.
- Gaming Translation and Localization for MoGi Group since 2023 (Protected by NDA)
- Gaming Translation and Localization of several different projects for Quoted since 2022 (Protected by NDA)
- Mobile Games, AAA titles, PlayStation, Capcom, EA Games, Steam (Protected by NDA)
- Action RPGs, Racing, Turn-Based RPGs, Mobile Games
- Game marketing texts
- Cat Tools: Trados and MemoQ.
- Use of translation memory, glossaries and terminology management.

# **Educational background**

# BA in Brazilian Portuguese

Estácio university | On course until 2025

# Translator's Education

Brasillis | 2022

• In this course, we learn about every aspect of a good translation, from the very basics to advanced techniques. Each module of the course talks about a different topic, taught by several different very experienced translators.

# Translation for dubbing Eng > BRPT

Estrada | 2022

 A course by Dilma Machado involving dubbing for games, movis and series.

Translation for games: Theory and practice in game localization. Pretexto | 2021

 A course by Edmo Suassuna and Maryanne Linz, in which I learned everything about game localization, such as how to translate dialogues, quests, battles, character names, etc.