Saori Yatsuhashi

Freelance Translator / Localization Project Manager

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Tools

- SDL Trados Studios 2019
- MemoQ
- Memosource
- XTM
- SmartCAT
- XLOC
- LocDirect
- Microsoft Word
- Microsoft Excel
- Microsoft PowerPoint
- CMS

Recent Game Translation History

- Story-intensive sword and magic RPG (story, dialogue, UI): 20,000 words
- Story-intensive futuristic Sci-Fi RPG (dialogue, weapons & skills description): 180,000 words
- Interactive story game (story & UI): 30,000 words
- Interactive story game (story & UI): 55,000 words
- Interactive story game (story): 37,000 words
- Simulation Action game (dialogue & UI): 27,000 words
- Horror Suspense game (VO scripts): 7,500 words
- Shooting Action game (UI & story): 5,000 words
- Action RPG game (Skill and character description): 10,000 words

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Experience

JANUARY 2021 – MAY 2021

Localization Manager / Kalypso Media Japan, Tokyo

- Manage localization projects by planning the overall schedule and process, managing cost and resources, and monitoring for issues
- Manage external LSPs by providing glossary, style guide, and feedback to achieve the high-quality localization
- Responsible for attaining CERO age ratings by preparing video materials and submitting applications
- Manage external QA vendors and provide prompt feedback to issues to assure highest quality
- Responsible for first party submission by preparing master candidate ROMs and related data in time
- Work with internal teams and developers to keep projects moving at maximum efficiency

- Reply to questions from players and share user opinions to the internal teams

NOVEMBER 2018 – DECEMBER 2020
Localization and QA Specialist / Wargaming Japan, Tokyo
- Helped to change the external localization vendor to achieve the best possible quality
- Set Japanese localization standards for the internal / external stakeholders
- Translate game text, video subtitles, VO scripts, marketing copies, press release and web contents into Japanese from English
- Perform QA on the translations delivered by the external vendors
- Assess and evaluate translation tests submitted by individual vendors and agencies.

APRIL 2017 – NOVEMBER 2018
Localization Project Manager / Keywords Studios, Tokyo
- Set and managed project scope, budget, milestones, deadlines and QA tasks for multiple localization projects with over 10 million words localized
- Translated in-game texts, video subtitles, and VO scripts into Japanese from English as an inhouse translator when necessary, and also performed QA on the translations done by the external agencies.

OCTOBER 2015 – MARCH 2017
Localization Project Manager / Bandai Namco Entertainment, Tokyo
- Managed entire localization process of Bandai Namco game titles from schedule management to vendor management
- Worked as a liaise between developer and localization agencies
- Worked closely with the voice recording studio and managed the localization and adaptation of VO scripts
- Translated internal documents as well as in-game text from Japanese to English when necessary.

APRIL 2015 – JUNE 2015
Translator and Editor / Honyaku Center, Tokyo
- As an intern translator and proofreader, translated and proofread financial documents and reports, as well as legal notices.

MARCH 2014 – MARCH 2015
English Teacher / AEON Corporation, Tokyo
- Provided English lessons to students, from beginner to intermediate levels
- Engaged students through humor and activities designed for maximum interaction in large and small groups

DECEMBER 2008 – SEPTEMBER 2010

Translator and Editor / Hitachi Ltd., Yokohama, Japan

- Translated technical documents, user's manual, application UI, and legal documents.

JULY 2004 – FEBRUARY 2005

Technical Engineer / CSK Co. Ltd., Osaka, Japan

- Acted as a liaise for overseas engineers
- Managed schedule, budget, and quality of user's manual and UI localization
- Translated technical documents, QA test procedures and online help documents
- Served as an instructor of the localized E-learning system at client's site

SEPTEMBER 2003 – FEBRUARY 2004

System Engineer / SHARP Business Computer Software Co Ltd., Osaka, Japan

- Planned, designed, and developed SCM systems
- Acted as a liaise between internal engineers and overseas engineers
- Localized user's manual and UI of the SCM system

AUGUST 2002 – MAY 2003

Bridge Engineer / SANYO Telecommunications Ltd., Osaka, Japan

- Acted as a liaise between internal engineers and overseas engineers
- Managed and translated the technical documents, user's manual, and legal documents
- Programmed the SMS feature of cell phone for North American market

Education

SEPTEMBER 2001

Programmer Analyst Diploma / CDI College, Canada

SEPTEMBER 2000

Bachelor of Arts Degree / University of Alberta, Canada

B.A. in Psychology

APRIL 1993

Junior Bachelor of Arts Degree / Obirin Junior College, Japan

J.B.A. in English Literature

Recent Game Localization Works

- World of Tanks PC – UI / Video subtitles / VO scripts / Web Articles / Marketing copies and banners as a translator and editor
- Tabou Stories – Story and UI as a translator
- Rage 2 – VO scripts as a translator and proofreader
- Dragonball Fighters – Story, VO scripts, UI text as a proofreader
- Dragonball Xenoverse 2 – Story, VO scripts, UI text as a proofreader

Familiarity / Genre

- Military
- Interactive Story / Choose Your Own Path
- Strategy
- Adventure
- Fighting
- Classical Ballet
- PlayStation 4 / XboxOne / Windows / Android / iOS