

FURKAN DEĞER

English <> Turkish Game Localization Specialist

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SUMMARY

As a freelance translator, I specialize in video game localization, a field that combines my biggest passions in life: video games, computers, and English language. I have 11 years of experience in translating, proofreading, editing, and testing games for various platforms and genres, delivering high-quality and engaging content for Turkish audiences.

Throughout my career, I have worked on over 10 million words and hundreds of projects as a translator, proofreader, or LQA tester, collaborating with leading game developers and publishers, such as Ubisoft, EA, and Blizzard. I use MemoQ as my main CAT tool and I constantly update my skills and knowledge to meet the changing needs and standards of the game industry. My goal is to create immersive and enjoyable gaming experiences for Turkish players by localizing games with passion and precision.

PROFESSIONAL EXPERIENCE

MARS TRANSLATION SERVICES

Shenzhen, Guangdong, China

Freelance Game Translator

2023-Present

- I provide translation services as a translator specializing in Video Game Localization.

ORIENT TRANSLATION SERVICES

Istanbul, Turkey

Freelance Game Translator

2019-Present

- I was involved in various localization projects that focus on video games and their marketing & promotional materials. These projects involve localization jobs coming from industry giants such as Microsoft, Sony, Activision Blizzard and Electronic Arts.

AIBELL GAME LOCALIZATION

Istanbul, Turkey

Freelance Game Translator

2017-Present

- I was involved in various localization projects for video games coming from some of the biggest developers out there such as Ubisoft, THQ Nordic, 11 Bit Studios and Larian Studios

TURLOC GAME LOCALIZATION LTD.

Ankara, Turkey

Freelance Linguist

2015-Present

- I have successfully translated and delivered more than 6 million words of content for a wide range of video games, utilizing CAT tools such as MemoQ, SDL Trados, Wordbee, Crowdin, Phrase (formerly known as Memsource).
- I have successfully proofread and delivered more than 1 million words of content for a wide range of video games, utilizing CAT tools such as MemoQ, SDL Trados, Wordbee, Crowdin, Phrase (formerly known as Memsource).
- I have accumulated over 500 hours of Linguistic Quality Assurance (LQA) testing experience, during which I effectively provided feedback and implemented localization corrections for a diverse array of games.

23 STUDIOS
Freelance Game Translator

Istanbul, Turkey
2014-2015

- Translation of GUI, subtitle and voiceover texts for video games produced by companies such as SEGA, Sony Entertainment, Plarium, Square Enix etc.

Some of the projects I was involved:

- Total War: Rome II
- Total War: Attila
- Total Domination
- Pirates: Tides of Fortune
- Hitman: Absolution
- Ratchet and Clank (PS4)
- Infamous: First Light (PS4)

OYUNCEVIRI.COM
Voluntary Translator & Project Manager

Istanbul, Turkey
2012-2014

- I was part of a team of voluntary translators who pioneered Turkish language support in video games by preparing free Turkish language packs. This organization went on to provide the official Turkish localization for The Witcher 2: Assassins of Kings.

EDUCATION

ISTANBUL UNIVERSITY
Bachelor of Arts, Translation and Interpretation Studies in English Language

Istanbul, Turkey
2012-2017

NECIP FAZIL KISAKUREK ANATOLIAN HIGH SCHOOL
Foreign Language Studies

Gaziantep, Turkey
2008-2012

ADDITIONAL INFORMATION

- Language Proficiency: Turkish – Native, English – Native-like, German - Beginner
- CAT Tools: MemoQ, SDL Trados, XTM, Phrase (formerly known as Memsource)
- Key Skills: Localization, Proofreading, LQA Testing, Problem Solving, Excellent Communication, Outstanding Attention to Detail, Teamwork, Punctuality, Basic Understanding on Coding