



## Katarína Bodišová

---

**Date of birth:** 29/01/1999 | **Nationality:** Slovak | **Phone number:**

(+421) 915483575 (Mobile) | **Email address:** [bodisovak@gmail.com](mailto:bodisovak@gmail.com) | **Twitter:**

<https://twitter.com/katbodisova> |

**Address:** Rozvodná 9, 83101, Bratislava, Slovakia (Home)

### ● WORK EXPERIENCE

---

2022 – CURRENT

#### **TRANSLATOR** LANGUAGEWIRE

---

Translation, website and software localization, proofreading, machine translation post-editing, transcreation, and language quality assurance, focusing on marketing texts, guides, and ingredients, as well as localization of e-shop websites and specialized software.

2022 – CURRENT

#### **TRANSLATOR** SYNERGIUM

---

Translation, proof-reading, SEO translation, and machine translation post-editing of commercial and marketing texts.

2022 – CURRENT

#### **VIDEO GAME QA TESTER** DAQA

---

Quality assurance testing of video games of various genres on various platforms.

2022 – CURRENT

#### **LOCALIZER** NINE ROCKS GAMES

---

Slovak localization of the hunting game *Way of the Hunter* and its subsequent updates and DLCs. Translation of UI, dialogues, story, and various game elements.

2022 – 2022

#### **LOCALIZER** SLOVAK GAME DEVELOPERS ASSOCIATION

---

English localization of text-based retro games *Revenge* and *Expert for Bank*.

2022 – 2022

#### **SUBTITLER** FESTIVAL ANČA

---

Subtitling of two feature-length animated movies, *Belladonna of Sadness* (Japanese to Slovak) and *The Girl Without Hands* (French to Slovak).

2019 – 2019 Bratislava

#### **CINEMA ATTENDANT** CINEMA CITY

---

Food preparation and sale, customer care, and cleaning duties.

## ● EDUCATION AND TRAINING

---

2018 – 2021 Bratislava, Slovakia

**B.A. IN PHILOLOGY AIMED AT TRAINING OF TRANSLATORS AND INTERPRETERS IN ENGLISH LANGUAGE AND CULTURE AND DUTCH LANGUAGE AND CULTURE** Comenius University in Bratislava

---

**Address** Šafárikovo námestie 6, 831 01, Bratislava, Slovakia | **Website** <https://uniba.sk/en/>

2021 – CURRENT Bratislava, Slovakia

**M.A. IN PHILOLOGY AIMED AT TRAINING OF TRANSLATORS AND INTERPRETERS IN ENGLISH LANGUAGE AND CULTURE AND DUTCH LANGUAGE AND CULTURE** Comenius University in Bratislava

---

**Address** Šafárikovo námestie 6, 831 01, Bratislava, Slovakia | **Website** <https://uniba.sk/en/>

## ● LANGUAGE SKILLS

---

Mother tongue(s): **SLOVAK**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
<b>ENGLISH</b>	C2	C2	C2	C2	C2
<b>DUTCH</b>	C1	C1	B2	B2	C1
<b>JAPANESE</b>	B2	B2	B2	B2	B1
<b>FRENCH</b>	B1	B2	B1	B1	B1
<b>CZECH</b>	C2	C2	C1	C1	C1

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*

## ● DIGITAL SKILLS

---

### Subtitling Software

SubtitleEdit | SubtitleWorkshop

### CAT Tools

Phrase (Memsource) | Polyglot | MemoQ | WordFast | OmegaT | Smart Editor | SDL Trados

### Coding

HTML

### Other

Libre Office (Libre Office Writer, Libre Office Impress, Libre Office Calc) | Jira Issue and Project Tracking Software | Microsoft Office (Microsoft Office Word, Microsoft Office PowerPoint; Microsoft Office Excel); | GameBench | Google Drive | Social Media | Zoom | Google Docs

## ● ADDITIONAL INFORMATION

---

### PUBLICATIONS

[Intertextovosť a kultúrne špecifiká pri lokalizácii videohier](#) – 2022

The article examines intertextuality and culturally specific references in video games. It aims to present different types of intertextuality present in video games, various translation solutions, transcreation used in localization, and potential issues in the context of Slovak localization.

---

"Intertextovosť a kultúrne špecifiká pri lokalizácii videohier", L10N Journal, 2022

## PROJECTS

2022 – CURRENT

**L10N Journal** I am an editorial assistant at *L10N Journal: Translation in Software, Software in Translation*, a double-blind peer-reviewed, diamond open access, and international journal specializing in localization, machine translation, CAT tools, post-editing, and new technologies in translation.

**Link** <https://l10njournal.net/index.php/home/index>

2023 – CURRENT

**Press Start** I am a peer reviewer at *Press Start*, an open-access, peer-reviewed student journal that publishes research from across the multidisciplinary subject of game studies.

**Link** <https://press-start.gla.ac.uk/index.php/press-start>

## VOLUNTEERING

2021 – CURRENT

**Translation** Translation of various humanitarian texts from English to Slovak through Translators Without Borders.

2022 – CURRENT

**Video game QA testing** Testing of various video games through Game Tester.

2022 – 2023

**Subtitling** Subtitling of short animated films *Bear Bears Boredom* (Japanese to Slovak), *A Bite of Bone* (Japanese to Slovak), *Oneself Story* (French to Slovak), *Above the Clouds* (English to Slovak), *Don't Die on Me* (English to Slovak), and *Evil Castle* (French to Slovak) for the film festival Anča.

2022 – 2022

**Subtitling** Subtitling of a feature-length movie *Shabu* from Dutch to Slovak for the film festival *One World*.

2022 – 2022

**Video game Localization** English localization of four indie video games, *Between the Siren's Call*, *Point of No Return*, *Words*, and *Disinfo.Checker* for the event *Play for Ukraine*.

2021 – 2021

**Literary Translation** Translation of the short story *Op het dak* (Nikky Ootjers) from Dutch to Slovak for the literary magazine 21.