

Giorgio Maria Bruno Anselmi

Translator (EN > IT)

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English to Italian translator with a more than a decade of experience in game localisation, in various roles. Currently living in Tbilisi, Georgia, to add Georgian to my roster of languages.

EXPERIENCE

Freelance

2017 - Present

Translator (EN > IT)

Back to translation after nine years in project managing.

Synthesis Group (SGS)

2008 - 2017

Project Manager

Managed every step of videogame multilingual localization, from quoting to delivery of the final package, passing through asset setup, reference hunting, translator choice, Q&A management, deadline negotiation, lots of sweat, smiling, some screaming, more smiling, finalization and assembling.

Freelance

2007

Translator (EN > IT)

Translation of the PC game Hellgate: London (Flagship Studios) for Electronic Arts. Guns, demons, one-liners and (too many) item variables.

Electronic Arts (EA)

2004 - 2007

Localisation tester

Again quality control on all language-related aspects.

Worked mainly from Milan office, but followed some projects visiting other EA studios (United States, Canada, Spain, United Kingdom).

Sony Computer Entertainment Europe (SCEE)

2003 - 2004

Localization Tester

Quality control on all language-related aspects. Spotting all issues with grammar, syntax, layout, audio recording. I guess this is the reason it's so painful to read menus at restaurants, now.

Job based in Liverpool (UK).

Ubisoft Milano

2001

Functionality Tester

Worked on PS2 game "Rayman M". Did everything players could possibly do, to see it didn't break the game. Developers hated us. Project manager hated us. It was a dirty job, but someone had to do it.

Madeinitaly.com

1999 - 2001

Web designer

Built web pages for an early Italian e-commerce company when it was basically possible to teach yourself how to do things. Included occasional translation jobs. (Yep, same description as the previous. It was the same people).

Infodata SaS

1996 - 1998

Web designer

Built web pages for an early Italian e-commerce company when it was basically possible to teach yourself how to do things. Included occasional translation jobs.

EDUCATION

Upgrade

2002 - 2002

Alias|Wavefront Maya 4 certification

3D modeling/rigging on Maya 4. Not that I ever used it again...

Scuola del Fumetto di Milano

1996 - 2000

Comic artist diploma (comics and illustration)

Learned history of comics, anatomy, coloring and story writing. Then I canned everything and went to work for videogames. Life.

Collegio Villoresi San Giuseppe

1991 - 1996

High School, Liceo Scientifico

High School (Liceo Scientifico).

SKILLS

- I practiced martial arts for some years, namely judo, karate, aikido and krav maga (I know, the last isn't properly a martial art).
- Anthropological interest in the history of occult and Western esotericism, so I know the difference between *magic* and *magick*.
- As part of my childhood passion for arthropods, I'm an accomplished praying mantis breeder. This will surely help my current translator career.
- I am learning Georgian language (ქართული ენა) as personal interest.