# Objective

To obtain Japanese & English translation, writing, or reporting work in the video game industry

# Highlights of Qualifications

• Strong language and communication skills in both Japanese and English

• 8 years freelance Japanese to English translation experience, with a focus on video games

• Translations featured on well-known gaming websites such as Kotaku, Destructoid, and IGN

• 1.5 years living and attending school in Japan over the course of 2 separate exchanges in high schools located in Tokyo and Nagoya

• 3 years of a Bachelor of Arts in Japanese Language & Culture at the University of British Columbia

• Highly skilled in international and interpersonal relations

• Well-versed in computer applications including Microsoft Word, Powerpoint, and Excel

• Typing speed of over 100 WPM

# Relevant Work Experience

## Japanese Translator & Proofreader - Freelance December 2005 – Present

• Responsible for Japanese & English translations, with a focus on video game and literary translations. Includes game scripts and dialogue, manuals, guides, technical documents, stories, graphic novels, articles, interviews, correspondence (conversational & formal), video, and audio
• Provide fluid and natural translations to international clients on tight deadlines
• Proofread and edit the work of others
• Lead group translation projects, collecting and organizing the work of multiple translators

## Media Translator & Reporter - IID, Inc. March 2013 - Present

• Attend, translate, and report on game industry events, including E3 2013 and the 2014 Game Developers Conference
• Rapidly complete translations and Japanese articles under short notice and tight deadlines to provide breaking gaming news to fans
• Articles posted on popular Japanese gaming news websites such as [Game\*Spark](http://www.gamespark.jp) and [Inside](http://www.inside-games.jp)

## Japanese Translator - In Your Arms Tonight (Android Game) September – October 2012

Localization: *Windward Japan* / Publisher: *Voltage Inc.* / Released: May 15th, 2013

• Translated two story branches of mobile dating simulator oriented towards women
• Coordinated and edited the work of outsourced translators to deliver a polished final script

## Japanese Translator - Hyrule Historia (New York Times Bestseller) August – October 2012

Localization: *Dark Horse Comics* / Publisher: *Shogakukan* / Released: January 29th, 2013

• Translated and edited over 150 pages of concept art and story summarizations pertaining to each installment of the video game series The Legend of Zelda
• Provided fluid and natural translations according to strict deadlines
• Cross-checked series-specific names and terminology

## Japanese Translator & Editor - Elminage Original (Playstation Portable Game) April – May 2012

Localization: *Windward Japan* / Publisher: *UFO Interactive* / Released: November 20th, 2012

• Edited the work of a previous translator on the game’s script
• Retranslated portions of the script, including dialogue, menus, attack and item names, developer notes, and error messages

# Education

## BA in Japanese Language & Culture, University of British Columbia September 2009 – April 2013

• 3 of 4 years completed
• Classes focused on the acquisition of reading, writing, and verbal comprehension skills to strengthen Japanese fluency
• Included courses on Japanese society and business culture

# References

## Available upon request.