



Pablo Muñoz
Tech & video games
EN > ES translator

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main projects

Games

- Dead or Alive 5**
PS3/4, Xbox 360/One, PS Vita / Tecmo Koei
- Ninja Gaiden 3**
Xbox 360, Wii U, PS3 / Tecmo Koei
- Silent Hill: Book of Memories**
PS Vita / Wayforward Technologies & Konami
- Metroid: Other M**
Wii / Tecmo Koei & Nintendo
- World of Warcraft: Cataclysm**
Print Guide / Blizzard
- Fire Emblem: Shadow dragon**
Nintendo DS / Nintendo & Intelligent System
- Captain Tsubasa: New Kick Off**
Nintendo DS / Konami
- Donkey Kong Jungle Beat**
Wii / Nintendo
- Kirby Super Star Ultra**
Nintendo DS / Nintendo
- Fortune Winds: Ancient trader**
PC, Mac / Legendo
- Metroid Prime Trilogy**
Wii / Nintendo
- Ninja Gaiden Σ**
PS Vita / Tecmo Koei
- Ninja Gaiden Σ2+**
PS Vita / Tecmo Koei
- Dynasty Warriors 7**
Manual & Website / Tecmo Koei & Nintendo
- Fist of the North Star: Ken's Rage 2**
Manual & Website / Tecmo Koei
- Squids**
iOS, Android / The Game Bakers

Apps

- Gowalla**
iOS, Android / Gowalla Inc.
- FlightTrack**
iOS, Android / Ben Kazez
- Bump**
iOS, Android / Bump Technologies
- Sleep Cycle**
iOS / Boris Conforty
- WikiLinks**
iOS / Boris Conforty
- Muzy**
iOS / Muzy Inc.
- CaloryGuard**
iOS, Android / Falko Buttler
- Action Lists**
iOS / Daze End Software
- Emerald Observatory**
iOS / Emerald Sequoia LLC
- Occasions**
iOS / Hand Carved Code
- Wordflick**
iOS / Everyday Apps LLC

work experience

EN > ES Linguist based in the Google Offices in Madrid Nov 2010 – Present
 Reviewer and tester responsible of the Quality Assurance for Google products (UI, marketing websites, etc.), as well as member of the terminology team of the Google localization department (via the localization agency Vistatec).

EN > ES Freelance Translator Aug 2010 – Present
 I specialize in localizing software (Windows, iOS and Android applications), websites (HTML+CSS and CMS) and video games (primarily for Nintendo Switch, Nintendo 3DS, Xbox One, PS4 and mobile platforms).

Game Translator at Nintendo Aug 2008 – Jul 2010
 Responsible for translating, editing and testing renowned Wii and Nintendo DS video games, as well as leading Spanish testing teams and creating macros in Excel to automate repetitive tasks.

In-house Translator at AbroadLink Aug 2007 – Jun 2008
 I translated documents from a variety of fields, especially IT, engineering and marketing. I was also responsible for developing macros and software applications related to translation and marketing tasks.

Project Manager at University Translation Service Jan 2007 – Jun 2007
 I recruited and assigned translators from different specialties and languages for translation jobs related to scientific and academic fields, as well as improved the office's IT infrastructure.

education

MA in Audiovisual Translation University of Barcelona
 The modules I studied focused on software localization, video game localization, multimedia translation, dubbing, subtitling, research on audiovisual translation, cultural translation and cinema studies.

BA in Translation and Interpreting University of Granada
 Significant courses included: audiovisual translation, translation technology, scientific and technical translation, literary translation, terminology and DTP for translators.

Certified Localisation Professional – Level 1 TILP
 This specialized course was offered by The Institute of Localisation Professionals and focused on software engineering, localization and internationalization, localization testing and project management.

technical proficiency

CAT Tools
 SDL Trados Studio, SDL Trados (TagEditor/SDLX), SDL Multiterm, memoQ, Wordfast, Déjà Vu, Idiom WorldServer, OmegaT.

Software Localization
 Alchemy Catalyst, SDL Passolo.

Subtitling
 VisualSubSync, Subtitle Workshop, VirtualDub.

DTP
 Photoshop, InDesign, Illustrator, LaTeX.

Web Development
 Dreamweaver (HTML+CSS), WordPress, Drupal.

Programming Languages
 Visual Basic 6, VBA.

main publications

The ins and outs of the video game localization process for mobile
 Tradumàtica, Issue 14 (2016). [See here](#)

Humor, Creativity and Transcreation in Video Game Localization
 Conference on Translation and Accessibility in Video Games and Virtual Worlds (2016). [See here](#)