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Pablo Muñoz Sánchez

English > Spanish Translator

Software, Website and Game Localization



Main Projects

Project Name	Platform	Client
Action Lists	iPhone	Daze End Software
Bonsai Barber	WiiWare	Nintendo
Bump	iPhone/Android	Bump Technologies
Captain Tsubasa: New Kick Off	Nintendo DS	Konami
Donkey Kong Jungle Beat	Wii	Nintendo
eBoostr	Windows/Website	CoGen Media
Emerald Observatory	iPad	Emerald Sequoia LLC
Fire Emblem: Shadow Dragon	Nintendo DS	Nintendo
Flipnote Studio	DSiWare	Nintendo
Ghost Mania	WiiWare	Legendo
Gowalla	iPhone/Android	Gowalla Inc.
Hydroventure	WiiWare	Nintendo
Kirby Super Star Ultra	Nintendo DS	Nintendo
Metroid Prime Trilogy	Wii	Nintendo
Metroid: Other M	Wii	Nintendo
Occasions	iPhone	Hand Carved Code
Wordflick	iPhone	Everyday Apps LLC

Work Experience

Freelance Translator *Aug 2010 – Present*

I specialize in localizing software (Windows, iPhone and Android applications), websites (HTML+CSS and CMS) and video games (primarily for Wii, Nintendo DS, Xbox 360 and PlayStation 3).

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*

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 **STU** *Jan 2007 – Jun 2007*

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.

Technical Proficiency

CAT Tools SDL Trados 2007 and 2009, SDL MultiTerm 2009, SDLX, Déjà Vu, memoQ, WordFast, Idiom WorldServer, OmegaT.

Software Localization Alchemy Catalyst 8, SDL Passolo 2009.

Subtitling VisualSubSync, Subtitle Workshop, VirtualDub.

DTP Photoshop CS5, InDesign CS5, Adobe FrameMaker 9, LaTeX.

Web Development Dreamweaver CS5 (HTML+CSS), WordPress.

Programming Languages Visual Basic 6, VBA, Trados APIs.

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.

Main Publications

Video Game Localisation for Fans by Fans *see*

The Journal of Internationalisation and Localisation, Issue 1

Electronic Tools for Translators in the 21st Century *see*

Translation Journal, Volume 10, Issue 4

Fansubs: Audiovisual Translation in an Amateur Environment *see*

The Journal of Specialised Translation, Issue 6

Web 2.0 in the Translation Classroom *see*

Panace@. Boletín de Medicina y Traducción, Issue 26