



Pablo Muñoz

Tech & video games
EN > ES translator

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main projects

Games

Dead or Alive 5

PS3, Xbox 360, 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

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 U, Nintendo 3DS, Xbox 360, PS3 and PS Vita).

Reviewer at Leading Internet Search Company Nov 2010 – Present

External part-time reviewer and tester for the products of a major multinational company related to Internet searches, web technologies and mobile operating systems via the localization agency VistaTEC.

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.

technical proficiency

CAT Tools

SDL Trados 2007 (TagEditor), SDL Trados Studio 2009/2011, SDL Multiterm 2009/2011, SDLX, Déjà Vu, memoQ, WordFast, Idiom WorldServer, OmegaT.

Software Localization

Alchemy Catalyst 9, SDL Passolo 2009/2011.

Subtitling

VisualSubSync, Subtitle Workshop, VirtualDub.

DTP

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

Web Development

Dreamweaver CS5 (HTML+CSS), WordPress, Drupal.

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

The Journal of Internationalisation and Localisation, Issue 1

Electronic Tools for Translators in the 21st Century

Translation Journal, Volume 10, Issue 4