**JUAN IGNACIO SENDINO**

**Date of birth:** 12/06/1976 **Phone number:** + 34 686 25 27 46 / + 34 981 80 66 56

E-mail: nsendino@gamewords.es Web profile: http://www.proz.com/profile/52874

Skype: nacho.sendino URL: http://www.gamewords.es/

WORKING EXPERIENCE

April 06- current job: **Freelance** **Localization Translator / Project Coordinator**

**Entertainment Software Localization (videogames)**

Translated over 6 million videogame related words (in-game text, audio scripts, manuals and packs, web/online content, downloadable content (DLC), social networks content, mobile games and apps, press packs and newsletters) including several AAA titles worldwide distributed by market leading companies.

**Clients**: *Electronic Arts Ltd.; Microsoft Game Studios; gamigo AG; WhP International SAS; Virgin Play S.A.; SDL International; Pyro Studios; Anakan gmbh; Synthesis Iberia S.L; Rubicon Solutions Inc; Binari Sonori Srl.*

**Most recent and ongoing projects:** *Crysis 3* (NG); *Dust 514* (PS3); *Minecraft* (XBLA); *The Elder Scrolls V: Skyrim* (NG RPG); *Pro Evolution Soccer 2013* (NG); *Rise to Fame* (Mobile); *Jurassic Park Builder* (Mobile); *Prototype 2* (NG); *Alan Wake: American Dream (XBLA); Nadirim (MMORPG); FIFA 2012* (NG); *Pro Evolution Soccer 2012* (NG); *Need for Speed: Shift 2* (NG); *Dungeon Fighter Live* (XBLA); Crysis 2 (NG); *Medal of Honor 2010* (NG); *Dead Space 2* (NG); *Retro City Rampage* (XBLA); *Need for Speed World* (MMO); *Dynasty Warriors 7* (NG); *Fist of the North Star (NG); All Points Bulletin* (PC MMO); *Crackdown 2* (Xbox 360); *Monopoly Streets* (Wii); *Dante’s Inferno* (NG)*;* *BeyBlade* (Wii, NDS); *Trenched (XBLA); Dishwasher (XBLA); Super Meat Boy (XBLA).*

Main projects already released as Lead Translator (complete titles list upon request):

*Need for Speed: Hot Pursuit 2* (NG); Perfect Dark (XBLA); *Dead Space (NG); Need for Speed: Shift* (NG); *Spore Heroes (Wii); Spore Creature Keeper (NDS); XR Joy Ride* (XBLA); *SKATE 3* (NG); *Hasbro Family Game Night 3 (Wii); The Godfather II (NG); Monopoly (Mobile, NG); Burnout Paradise* (NG); *The Beatles: RockBand (NG); SKATE 2 (NG); AWAY Shuffle Dungeon (NDS); Real Madrid: The Game (NDS for FIGS); Need for Speed: Undercover (NG); Rock Band (NG); RockBand 2 (NG); SimCity Societies* (PC); *CRYSIS* (PC); *CRYSIS: Warhead (PC); Mercenaries 2: World in Flames* (NG); *No More Heroes (Wii);* S.K.A.T.E. (NG); *SimCity Creator (Wii); The Godfather: The Videogame* (Xbox 360, PS3); *Lord of The Rings: The Battle for Middle Earth (I & II) (*PC); *Age of Empires III: The Warchiefs* (PC); *King of Fighters* (PS2); Caesar IV (PC); *Scarface* (PC; PS2, PSP); *Batman Begins* (PS2, GC);

## Computing and software localization

Translated over 1.5M words of SW kits, UI strings, Admin Guides, User Guides, OLH, RS files, help files, web content, newsletters and documentation.

Projects I have localized:

* *Microsoft Corporation*: Microsoft Surface (Admin Guide)
* *Hewlett Packard*: HP Asset Center 5.1 (FR>ES); HP Media Vault; HP Photostart; HP Systinet Server; HP BSM (Business Service Management); HP Trim 7.1. & 7.2. (TR and LQA); HP DDM (Digital Document Manager) (TR and LQA); HP PPM (Project and Portfolio Management).
* *Borland*: JBuilder, StarTeam (as PM)

Over 1M words of Diverse documentation and text material (manuals, guides, websites, newsletters, catalogues, etc.):

*Sony, Nike, Bosch, Fujitsu, Kodak, Plantronics, McDonalds, FSecure, C.A., Nissan, Qualcomm, Red Hat.*

**Clients**: *Microsoft Corporation*; *SDL International; Transcript gmbh & co; Babelia Traduçoes.*

### Sworn, advertising, marketing, business and cooperation

Translated over 500K words, including all *Hewlett-Packard* monthly newsletters from 2006 to 2008. Specializing press, sales brochures, advertising documents, microsite content, press releases and newsletters.

Legal: Patents; business contracts; statements, society articles of association, etc.

Cooperation: Web sites and general documentation for non-profit organizations

Sworn translation: Private and public legal documents, education statements, birth certificates, business contracts, articles of association, general business documentation.

Clients: *SDL International*, *Electronic Arts,* *Noraktrad S.L.; Comenza S.L; Núñez Astray Law Firm*; *Plan España.*

June 04 – April 06: **Electronic Arts Software Ltd.**

*Localization Coordinator*.

* Coordination of the full localization process of videogames. The products under my responsibility have been: *The Godfather: The Videogame, Need for Speed Underground 2; The Lord of the Rings: The Battle for Middle Earth; Armies of Exigo; Need for Speed: Most Wanted; The Lord of the Rings: The Battle for Middle Earth 2; NBA Live 06; We love Katamari Damacy, Superman Returns.*
* Tasks involved in this role are the recruitment and coordination of translation teams; workload breakdown; creation of style guides and glossaries; maintenance and implementation of translation tools (SDL Trados); supervision of audio recordings and of dubbing scripts with recording studios and voice talents; scheduling and budgeting projects, translation of software strings, documentation and scripts, and liaise with LPMs and Development Studios.

July 2003 – June 2004: **Synthesis Iberia S.L.**

*Localization Project Manager***.**

* Coordination of the full localization process of videogames, focusing on the translation, adaptation and recording of audio scripts. Among others, I have coordinated the recording of products as *Mission Impossible 2, Spiderman 2, Max Payne 2, Legacy of Kayn, Unreal Tournament, Driver 3, Hitman Contracts; Shrek 2; Haunted Mansion; Killswitch; Transformers Armada*.
* Translation / Proofreading / LT of products as: *Battle Engine Aquila; Taz: Wanted; Digimon 3; Driver2; Dragon Ball Z; Mission: Impossible 2; Gundam; Hitman 2, Gladius; Arc the Lad; Sitting Ducks, Kya; Tony Hawk Underground.*

July 2002 - July 2003: **DL-Multimedia S.L.**

 *Localization Project Manager.*

* Coordination of the full localization process of videogames. The products I have coordinated among others are: *Empire Earth*; *The Incredible Hulk*; *The Mummy*; *Racing Simulation 3*; *The Hobbit* and collaborated with others as *Tom Clancy’s: Splinter Cell.*

# EDUCATION

1994-1999: University of Vigo (Spain)

***Degree in Translation and Interpreting*** Language combination: *Spanish*/*Galician* <> *English; Spanish*/*Galician* > *French*.

Oct 2006-June 2007: University Alcalá de Henares (Madrid)

 ***Master’s degree in Publishing***

April 2003: ***Official Sworn Translator and Interpreter*** *of English* (MAE: Spanish Foreign Affairs Department. (Appointment: 04/08/2003)

# ADDITIONAL RELATED EDUCATION

June 2005: University Complutense (Madrid)

***Certificate of Teaching Techniques*** (CAP)

June 2003: Linguistic Consultancy *Cálamo & Cran* (Madrid, Spain).

Certificate of ***Spanish Professional Linguistic Proofreader***

November 2000: University of Vigo (Spain)

Seminary of ***dubbing and subtitling***

1998-2001: University Miguel Hernández (Elche, Spain)

***International Relations and Protocol Specialist***

# COMPUTER SKILLS

 All Windows OS and Macintosh.

 CAT Tools: SDL Trados Studio 2011 and SDL Trados 2007 (SDLX, Trados Workbench, Trados TagEditor) (proficient skills). LocStudio. Idiom Worldserver. Trados 6.5; Trados GXT. SDL Passolo. Catalyst. Star Transit.

 MSOffice 2000 / 2003: Word, Excel, Access, Powerpoint, Outlook (Advanced skills). MSProject (user level).

Audio recording and editing: SoundForge; CoolEdit; Protools.

 HTML editing: Dreamweaver (basics).

 Page makeup software and text editing: QuarkXpress; Framemaker (basics), Adobe Acrobat Reader, Photoshop.

#  LANGUAGES

 Spanish (native) Galician (native)

 English (fluent) French (written and spoken)

 Portuguese (intermediate) Italian (intermediate)

#  HARDWARE & SOFTWARE

 Intel Core 2 Quad Q6600 @ 2,40 Ghz; RAM 4 GB. 1 TB in 2 HDs. 2 21’’ LCD monitors. Graphic card ATI Radeon HD 3850. ADSL 6 MB. HP printer. DVD recorder. Pentax digital camera.

Windows XP. Office 2003. SDL Trados 2007. Trados 6.5. Trados GXT. SDL Passolo. Star Transit. Catalyst.

PlayStation 2. MS Xbox 360. Nintendo DS Lite. Sony PSP.

4 GB official glossaries. 50 printed dictionaries, textbooks and style guides. 20 dictionaries/encyclopedias on CD-ROM.

#  MISC, ADDITIONAL SKILLS

 Professor in the *Seminar in Videogames Localization* (11-16 July) European University in Madrid (UEM). Creation and implementation of the whole program (http://ea.phosdev.se/images/images/55066-cursoTraduccion.jpg)

Teaching experience. From January to May 2002 I taught English at the Language Academy *OxfordEnglish* (Madrid). From July to October 2001 I taught Spanish at the *Union Chapel Baptist* in Manchester (UK).

As additional experience abroad, I worked as Sales Assistant at the *Dunnes Stores* in Dublin, Ireland, from June to August 2000. I also spent several summer seasons in England and France improving my language skills.

Interpreting and protocol experience: In November 2000, I carried out the simultaneous interpreting at the Galician Allergy Association Congress (Santiago de Compostela, Spain). In March 2000, I escorted the Solomon Islands Prime Minister, Honorable Bartholomew Ufula´Alu, as interpreter and protocol assistant during his diplomatic visit to Spain.

END OF CAREER PROJECT: **Technical Translation (French > Spanish)**: Translation and Linguistic analysis of the first chapter of *La mesure des arbres et des peuplements forestiers* by Jacques Rondeux.

Other skills and behaviours:

* Excellent computer skills, especially MS Office and CAT tools (SDLX and Trados).
* Expert working with videogames platforms and technological gadgets.
* Good industry (videogames) knowledge and understanding of software development cycle specializing in single-byte multi-language quality localization.
* Constantly communicate and provide feedback to improve departmental and project performance.
* Balance the conflicting needs of quality, time & cost to deliver solutions that meet the business needs.
* Experience in project management positions delivering multilingual services.
* Understand localization processes, methodologies, and publishing and studio partner operations.
* Team player and leadership skills. Problem solving and openness to new ideas.
* Good knowledge of Localization & Linguistic Testing/QA processes and tools.
* Proven ability to manage and oversee localization of multiplatform, multilingual complex projects.
* Ability to multi task and ability to remain calm and react quickly and efficiently under extreme pressure.

Clean driving license.

**References provided upon request.**

**PRESS REVIEWS \***

***MEDAL OF HONOR 2010:***

<http://www.meristation.com/v3/des_analisis.php?pic=360&id=cw4cb506a677b4b&idj=cw4b16ad87cf5ac&idp=&tipo=art&c=1&pos=2>

*“One of the best sections, with a very good dubbing into Castillian with several actors using their voices to dub all starring characters in a very professional and believable way, where situations sound very convincing and with a great level of interpreting”.*

***CRYSIS 2:***

<http://www.meristation.com/v3/des_analisis.php?pic=360&id=cw4d8697ece6b0b&idj=cw4a23cfb6cc901&idp=&tipo=art&c=1&pos=4>

*“It’s worth mention that, as usual in EA’s productions, the game is completely in Castillian, with a good translation and a good voice recording job, with some known voices of the dubbing scene of Spain”.*

***DANTE’S INFERNO:***

<http://www.meristation.com/v3/des_analisis.php?pic=PS3&id=cw4b68be3464b00&idj=cw49a469ebaed09&idp=&tipo=art&c=1&pos=4>

*“Everything related to the sound: soundtrack, special effects and a great dubbing into Castillian”.*

 ***DEAD SPACE:***

<http://www.meristation.com/v3/des_analisis.php?pic=360&id=cw48f969b265683&idj=cw46f930c9e8777&idp=&tipo=art&c=1&pos=4>

*“Greatly localized into Spanish”.*

 ***SKATE 3:***

<http://www.meristation.com/v3/des_analisis.php?pic=360&id=cw4be9ed73ad543&idj=cw4ab349ff9f2a3&idp=&tipo=art&c=1&pos=2>

*“The translation keeps the great sense of humour of the franchise”.*

***NEED FOR SPEED CARBON:***

<http://www.meristation.com/v3/des_analisis.php?pic=360&id=cw4554f2fc082da&idj=cw449ab6165815b&idp=&tipo=art&c=1&pos=1>

*“The dialogues are completely translated at a high quality level, which eases the understanding of the story in in-game cinematics”.*

\* *MeriStation* (<http://www.meristation.com/v3/GEN_portada.php>) is the number 1 videogames online magazine in Spain.