IGOR POLYAKOV – Experienced English to Russian, Russian to English, Polish to Russian Translator and Editor. Contact me @ transcreationz@gmail.com

My goal as a linguist was always to perform the task so it doesn't sound like a translations but an original native text. I like to challenge myself with difficult tasks, such as but not limited to comedy, video games, movies, marketing or highly specific tools translation. Everything where my creativity could shine – I'd be happy to apply it.

Consequently - numerous projects I’ve translated or reviewed received localization awards.

With 16 years of experience as a Localization Project Manager, Editor, Translator and Linguistic Tester I know what I'm doing and I like doing it!

**MY FIELDS OF SPECIALIZATION ARE:**

• Software and Video-Games

• Science fiction literature

• Comedy

• Mobile communications

• Media and multimedia

• Movies and TV

• Retail

• Tourism and travel

• IT, computer technology and hardware, networking

• Photography

• Marketing and sales communication

• Consumer electronics, household appliances

• Human resources

**MY LANGUAGE PAIRS ARE:**

English - Russian

Russian - English

Polish - Russian

**KEY SKILLS AND ABILITIES ARE:**

• Excellent linguistic skills

• In-depth knowledge and experience in localization business for over 16 years

• High computer literacy: Excel, Word, PowerPoint, Jira, svn, Photoshop

• High attention to detail

• Reliable and well organized

**PROFESSIONAL BACKGROUND:**

2017-2018 **Shinki Itten**, Sole Proprietor - Localization Project Manager

I edited in my language pairs as well as managed numerous online mmo projects in European and Asian languages. Last but not least I was responsible for the linguistic QA for those projects.

2015-2017 **Sunlit Horizon**, Localization Project Manager/Lead QA Tester

I was managing Asian partners and projects at the Hong Kong branch of the team fifty seven. I was working with linguistic QA department as a Lead Tester.

2005-2017 **team fifty seven**, Translator/Editor and Localization Project

Manager

I performed translations, reviewing, verifications and QA of projects within my language pairs, as well as management of the linguistic projects in European and Asian languages. I cooperated with such clients as, Activision, UbiSoft, Nintendo, G5 Games, EA Games, Microsoft to name but a few. I was a main editor/translator in such crucial projects as Dead Space, Mirror’s Edge, Chaos League, and Company of Heroes – all of which received localization awards.

2002-2004 **Russobit-M** (Moscow, Russia), Localization Project Manager

**EDUCATION**:

Degree in History, Fryazino Town Liceum, 1996 – 2000

Throughout my career I completed translations in various fields of specialization for numerous clients, among them (not under NDA):

• team fifty seven - software localization – Dead Space, Mirror’s Edge, Petka and Vasily Ivanovich series

• Sunlit Horizon – QA testing of the localized projects, software localization, video-games, service manuals, contracts;

• Creative Mobile - QA testing of the localized projects;

• G5 games - QA testing of the localized projects;

• Jazz Translation – video game projects into Russian, as well as Board Games translations for Trefl;

• CD Projekt - software localization - among others Halo 3, Crackdown.