John Silva

Address:

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Contact:

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Languages/pairs:

English – fluent

Japanese – fluent

Spanish – fluent

Portuguese-BR-Native

ENG/JAP/SPA <-> PT-BR

PT-BR <-> ENG

Fields:

•Economics/Financial

• Entertainment

• Video games Localization

•Digital marketing and technology

•Software Localization

Translator, subtitler, proofreader, localizer, transcriber and MTPE.

Skill Highlights

- Good researcher
- CAT Tools knowledge
- Good foreign cultures knowledge
- Good writer
- Creative translation
- Technology knowledge
- HTML knowledge

Experience

Audiovisual Translation Projects
• Subtitling, translating and proofreading subtitling translations.
• Projects done in different fields, such as: economics, medical, entertainment and educational content.
• Projects completed for Marginal Revolution University (MRU), where I have subtitled and revised a series of videos in course format about economics.
•Series subtitling projects done for Amazon Prime Video.
•Subtitling projects done for social medias platforms.
• Anime Subtitling projects done for streaming platforms. Anime Subtitling QA.
•Songs and Karaoke songs translated for Lithium Lab.

Technical Translations
•Translation and Proofreading projects done for the financial, cryptocurrency, trading market and jewelry fields

Translator at Translators Without Borders
• All of them for the medical field, such as technical guidelines for Health workers, scientific articles about covid vaccines and surveys.

Games Localization
 •Projects done at Crowdin and GitHub. Board, survival, sandbox, RPG and strategy games localized such as: Deep Rock Galactic, Everspace 2.

Transcription
 •Projects done for the digital marketing, medical research and technology fields.

MTPE service
•Projects done for general fields such e-commerce and marketing.

Education

Bachelor's degree in Translation and Interpreting at Universidade Nove de Julho, São Paulo-Brazil.

Courses: Localization Essentials, by Udacity. Basic HTML, by FB.

Gala Webinar: The localization in new product development.

Gala Webinar: Games Localization in all phases of production.