



SANTIAGO DE MIGUEL

ENGLISH-SPANISH (LATAM)

VIDEO GAME TRANSLATOR
AND MEMOQ CONSULTANT

CONTACT ME

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LinkedIn profile

ProZ profile

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Timezone: UTC/GMT-3

SERVICES

Video game localization

Localization engineering

Proofreading and editing

Linguistic quality assurance

Project management

CAT tool training

Consulting

Subtitling

SOFTWARE

memoQ

Trados Studio

Phrase

Xbench

Subtitle Edit

Adobe InDesign

Wordpress



PROFESSIONAL EXPERIENCE

FREELANCE TRANSLATOR / JAN 2014-PRESENT +2,700,000 words translated

YOUR GAME IN SPANISH: Personal brand focused on video game localization, consulting, LQA, testing, and other related services for developers and agencies.

GAMES I'VE WORKED ON:

- Xuan Yuan Sword VII
- Kingdom Guard
- Tribal Age
- Mr. Pumpkin 2: Kowloon Walled City
- Ozaria / CodeCombat
- War-themed mobile battle royale
- Online AAA first person shooter
- Popular MOBA game
- Well-known hack and slash RPG
- Open world space exploration adventure
- Dark-Souls-style Samurai game
- Remake of a popular RTS game
- Cyberpunk RTS mobile game
- And more...

FREELANCE EN-ES LOCALIZATION for China's 3rd largest game developer and publisher by overseas revenue, and for other mobile game developers.

FREELANCE EN-ES LOCALIZATION AND MULTILINGUAL PROJECT MANAGEMENT for [Renxo S.A.](#), a mobile game, app and media platform developer.

GAMING SOLUTION ENGINEER / NOV 2021-PRESENT

memoQ Ltd.

I HELP MEMOQ'S 150+ GAMING ACCOUNTS MAKE THE MOST OUT OF THE TOOL AND IMPROVE THEIR WORKFLOWS THROUGH CUSTOM TRAININGS AND CONSULTATIONS.

LOCALIZATION ENGINEERING TASKS:

- File filter creation (Multilingual Excel, CSV, XML, JSON, .properties, etc.)
- Use of regular expressions for tagging, custom filtering, and QA rules
- Template configuration for automating tasks

PUBLIC SPEAKING: You can find a playlist with several of my memoQ webinars [here](#).

CONFERENCE ATTENDANCE: I've attended GDC, Tokyo Game Show, and G-Star, among others.

REVIEWER - EXTERNAL LINGUIST / JUL 2020-JAN 2022

Vistatec

REVIEWING AND AUDITING TRANSLATED UI, MARKETING MATERIALS, AND HELP CONTENT FOR A WIDE RANGE OF IT AND AUDIOVISUAL PRODUCTS FOR A LEADING TECHNOLOGY COMPANY, AS WELL AS CARRYING OUT LINGUISTIC QUALITY ASSURANCE OF LOCALIZED APPS AND WEBSITES.

IN-HOUSE TRANSLATOR / MAR 2016-MAY 2017

ONCALL Latam Interpreters & Translators

TRANSLATION AND PROOFREADING OF SCIENTIFIC PAPERS ON FISHERIES AND ENVIRONMENTAL AND ANIMAL CONSERVATION FOR A NUMBER OF INTERNATIONAL ORGANIZATIONS.



EDUCATION

MASTER'S DEGREE IN VIDEO GAME LOCALIZATION / 2024-PRESENT

Universidad a Distancia de Madrid (UDIMA)

TRANSLATION AND NEW TECHNOLOGIES / 2017

University of Buenos Aires (postgraduate degree)

COURSES: TRANSLATION ENVIRONMENTS, AUDIOVISUAL TRANSLATION, TECHNICAL AND SCIENTIFIC TRANSLATION, VIDEO GAME AND SOFTWARE LOCALIZATION, DESKTOP PUBLISHING, COMPUTER LAW

LITERARY, TECHNICAL AND SCIENTIFIC TRANSLATION / 2010-2014

IES en Lenguas Vivas "JRF" (Bachelor's degree)



COURSES AND SEMINARS

INTRODUCTION TO NARRATIVE DESIGN FOR VIDEO GAMES (by Víctor Ojuel)

INTRODUCTION TO PYTHON PROGRAMMING (EducacionIT)

HOW MOBILE VIDEO GAME LOCALIZATION WORKS (Etermax)

VIDEO GAME LOCALIZATION (BASIC AND ADVANCED) (by Pablo Muñoz Sánchez, Traduversia)