

Ernest Bagretsov

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TRANSLATOR, EDITOR, LOCALIZATION MANAGER

LANGUAGES

- RUSSIAN
NATIVE
- ENGLISH
ADVANCED - C1
- JAPANESE
INTERMEDIATE - N2

SKILLS

- TRANSLATION /
LOCALIZATION
- EDITING
- PROOFREADING
- REWRITING /
COPYWRITING
- TESTING / LINGUISTIC
QUALITY ASSURANCE

SPECIALITY - MEDIA PROJECTS:

- AUDIOVISUAL
PRODUCTS
(FILMS/MOVIES, ETC.)
- VIDEO GAMES
- APPLICATIONS /
SOFTWARE
- WEBSITES
- ADS / MARKETING
MATERIALS
- EDUCATIONAL
MATERIALS
- COMMUNITY-
MANAGEMENT

SOFTWARE / TOOLS

SmartCAT, SDL Trados
Studio, Memsource,
memoQ, Crowdin, Localizor

Microsoft Office, Adobe
Acrobat, Google Docs

Trello, Jira, Redmine

Vegas Pro, Adobe Premiere
Pro & After Effects

Adobe Photoshop &
Lightroom & Illustrator,
Paint.NET, GIMP, Inkscape

ABOUT ME

Fourth year student. 23 years old. Experienced in translating materials from a wide range of topics and areas, using crowdsourcing, TMS and CAT platforms.

Specialized in media projects and audiovisual translation, video game, website and software localization. Mainly technical and literary translation.

Author of the localization blog Loc Stories. I know the secret art of using search engines :)

Straight from the Russian city of Khabarovsk, yet always in touch.

EDUCATION

Pacific National University, Khabarovsk
Translation Studies (Japanese and English languages)
2018 - 2022

PROJECTS

Translator - in Vortal Storm - August 2021

Official localization of the video game Lambda Wars (Update 1.3) by Vortal Storm (from Russian to English)

Translator - in Ghost Ship Games - on Crowdin - July-September 2021

Official crowdsourcing localization of the video game Deep Rock Galactic by Ghost Ship Games / Coffee Stain (from English to Russian)

Translator - Freelance - July-September 2021

Unofficial localization of the video game ONINAKI by Tokyo RPG Factory / Square Enix (from English and Japanese to Russian)

Translator - in FaceOFF - March 2021

Unofficial localization of the video game Atelier Ryza: Ever Darkness & the Secret Hideout by Gust / Koei Tecmo (from English and Japanese to Russian)

Translator, proofreader - in FaceOFF - January-March 2021

Unofficial localization of the video game Sakuna: Of Rice and Ruin by Edelweiss / Marvelous (from English and Japanese to Russian)

Translator - in Polymorph Games - on Crowdin - July-August 2021

Official crowdsourcing localization of the video game Foundation by Polymorph Games (from English to Russian)

Developer assistant, community manager, translator - in BattleFrame GC - 2015-2019

Assistance in the development of in-game content. Community management. Official localization of the Sherkan: Online Warfare website, forum, launcher and modification for the video games Call of Duty: Modern Warfare 2 and Call of Duty: Black Ops by Infinity Ward, Treyarch / Activision (from Russian to English)

PROJECTS

Community manager, tester, translator - in Plutonium - 2017-2018

Community management. Closed beta builds testing and bug reporting. Official localization of the Plutonium website, forum, launcher and modification for the video games Call of Duty: Modern Warfare 3 and Call of Duty: Black Ops 2 by Infinity Ward, Treyarch / Activision (from English to Russian)

Community manager, translator - in PlusMaster - 2017-2018

Community management. Official localization of the PlusMaster website, forum, launcher and modification for the video games Call of Duty: Modern Warfare 3 and Call of Duty: Black Ops 2 by Infinity Ward, Treyarch / Activision (from Persian to English and Russian)

Translator - in New World Interactive - on Crowdin - March 2017

Official crowdsourcing localization of the video game Day of Infamy by New World Interactive (from English to Russian)

Developer, community manager, translator - in Insane-Survive - August-December 2014

Development and project management. Community management. Unofficial localization of the video game Unturned by Smartly Dressed Games (from English to Russian)