

## Contact

dkitagawa@ymail.ne.jp

[www.linkedin.com/in/douglas-kitagawa](http://www.linkedin.com/in/douglas-kitagawa) (LinkedIn)

## Top Skills

Problem Solving

Editing

Website Localization

## Languages

Japanese (Limited Working)

Spanish (Elementary)

Portuguese (Native or Bilingual)

Latim (Elementary)

Dutch (Elementary)

English (Native or Bilingual)

# Douglas Kitagawa

Software Engineer

Toyohashi, Aichi, Japan

## Summary

ハーフです！

I'm an ordinary guy looking for balance, lover of learning and gaming. Also, a Software/Audio engineer and teach a bunch of stuff in my spare time.

---

## Experience

Nintendo

Software Engineer

2013 - Present (10 years)

United States

Software Engineer & Game Developer:

- Worked on the creation of "apps" for games in order to improve the user experience.
- Worked on the development of mechanics, features and level design of three games from Nintendo.

Game localization:

English localization of various titles on Nintendo consoles

- Translation of game text, manuals, website
- Crosschecking, proofreading, editing
- Ongoing cooperation with team members and other language teams for glossary consistency, term usage, Portuguese version specificities
- Ongoing cooperation with quality assurance team

JTEKT CORPORATION Japan

物流

2022 - Present (1 year)

Kosai, Shizuoka, Japan

Logistics, transport of parts and supply of machines.

## Protocol Recordings

Music Producer

2014 - 2020 (6 years)

I co-produced, ghost produced, mixed and mastered tracks for a more than 20 artists that had their tracks released under the Protocol Recordings.

## Revealed Recordings

Music Producer

2011 - 2020 (9 years)

Ghost Producer & Co-Producer:

I could co-produce, ghost produce, mix and master tracks for a lot of artists that had their tracks released under the Revealed Recordings label, using these softwares and tools:

- Apple: Logic Pro 9/X
- ImageLine: FL Studio
- Ableton: Live
- Steinberg: Cubase
- Avid: Pro Tools
- Propellerhead: Reason
- PreSonus: Studio One
- Adobe: Audition
- Sony: SoundForge
- Audacity
- Steinberg: WaveLab

Music Business:

I also helped some artists with their own music business by getting them instructions on:

- How to contact or e-mail a label, when and how.
- Finding their unique selling point, helped them on how to find their on music style, find/make their signature sound, tell the fanbase their life story through the music.
- Branding themselves by expressing who they are, finding their identity with audio and visual stuff.
- Working on their networking like social media stuff and also connections through events and lectures.

- How to make powerful tracks, releases according to their desires in order to get more gigs.
- How to keep evolving and improving everything they learned about the music industry, music production, mixing, mastering, networking or even about music business.

Helped more than 70 artists in the Eletronic Dance Music (EDM), Pop and Commercial music scene to evolve, grow up their fanbase and also release music under this amazing label.

### Gravity Interactive, Inc.

#### Game Developer

March 2014 - March 2018 (4 years 1 month)

Seoul, South Korea

#### - Software Engineer:

Developed an entire internal programming language for their official server side software that improved the server side communication (latency, delay, ping) more than 25% and made the servers less laggy than the usual, which also improved the server costs and made the server side maintenance for other regions a way more easier.

Could develop and create lots of NPCs and learn a lot of their way of Game Design which had a great impact for me personally because it has changed my mind about Game Design, that helped me on improving my skills on it, which later on could be used to help GRAVITY while I worked with their Story Tellers by making better side quests and events.

#### - Localization Specialist:

English and Portuguese localization of Ragnarök Online

- Translation of in game text
- Crosschecking, proofreading, editing
- Ongoing cooperation with team members and other language teams for glossary consistency, term usage, English and Portuguese version specificities
- Ongoing cooperation with quality assurance team and development team in general, both in South Korea, Brazil and in the US

### Aliança Cultural Brasil-Japão

## Japanese Teacher

2012 - 2016 (4 years)

São Paulo, Brazil

- Teaching Basic Japanese like Romaji (ローマ字), Hiragana (ひらがな), Katatakana (カタカナ), greetings (挨拶), Japanese language structures and particles (like は、が、から、まで、を、に、で、へ、も) and some Kanji (漢字).
- Helping with writing practicing and kana stroke memorization for a deep and better knowledge of the language.
- Creating memorization Decks including Furigana and Okurigana for the App/ Software Anki and helping students to improve their Japanese even out of the school.

## ZARAPLAST S.A.

Customer Service Representative

2010 - 2011 (1 year)

São Paulo, Brazil

Replacement of conference materials of order of services, controlling the inventory system and all moving of the company's materials. (Temporary job).

## Wizard by Pearson

English Language Teacher

2006 - 2010 (4 years)

São Paulo, Brazil

- Teaching English to high school beginners from 15 to 18 years old
- Program preparation
- Organization of various activities like clubs or role playing games and small events

---

## Education

### Impacta Tecnologia

Bachelor's degree, Computer Software Engineering · (March 2014 - March 2018)

### Berklee College of Music

Bachelor's degree, Audio Engineering · (March 2015 - March 2018)