

## CURRICULUM VITAE

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### WORKING EXPERIENCE

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April 06- current job: **Freelance Localization Translator / Project Coordinator**

#### **Computing and software localization**

Translated over 1.000.000 words of software localization kits, including strings, RS files, help files, website content, newsletters and documentation (HTML, RTF, PDF).

##### Projects I have localized:

*Hewlett Packard:* HP Asset Center 5.1 (FR>ES); HP Media Vault; HP Photostart; HP Systinet Server.

*Borland:* JBuilder, StarTeam (as PM)

Diverse documentation and text material (instruction manuals, guides, websites, newsletters, catalogues, etc.):

*Sony, Bosch, Aquire, Fujitsu, Kodak, Plantronics, McDonalds, FSecure, Computer Associates, Nissan.*

Clients: *SDL International; Transcript gmbh & co; Babelia Traduções.*

#### **Advertising, legal, marketing, business, cooperation and sworn**

Translated over 300.000 words, including all *Hewlett-Packard* monthly newsletters from 2006 to 2008. Specializing press, sales brochures, advertising documents, microsite content, press releases and newsletters.

Legal: Patents; business contracts; statements, society articles of association, etc.

Cooperation: Web sites and general documentation for non-profit organizations

Sworn translation: Private and public legal documents, education statements, birth certificates, business contracts, articles of association, general business documentation.

Clients: *SDL International, Electronic Arts, Noraktrad S.L.; Comenza S.L.; Núñez Astray Law Firm; Plan España, Fundación El Compromiso; Talita Cum.*

#### **Entertainment Software Localization (videogames)**

Translated over 4 million videogame related words (in-game text, audio scripts, manuals and packs, web/online content, downloadable content (DLC), press packs and newsletters) including several AAA titles worldwide distributed by market leading companies.

Clients: *Electronic Arts Ltd., Virgin Play S.A.; SDL International, Pyro Studios; Synthesis Iberia S.L.; Soli Inc.*

Main projects already released as Lead Translator: *Need for Speed: Shift (NG); The Godfather II (NG); Dead Space (NG); Burnout Paradise (NG); RockBand 3 (NG); Skate It (NDS); SKATE 2 (NG); AWAY Shuffle Dungeon (NDS); Ferrari Racing Legends (NG); Real Madrid: The Game (NDS for FIGS); Need for Speed: Undercover (NG); SimCity Societies: Destinations; RockBand (NG); RockBand 2 (NG); Need for Speed: Pro Street (NG); SimCity Societies (PC); CRYISIS (PC); CRYISIS: Warhead (PC); Mercenaries 2: World in Flames (NG); No More Heroes (Wii); The Godfather: The Videogame (Xbox 360, PS3); Lord of The Rings: The Return of the Witch King (PC); Age of Empires III: The Warchiefs (PC).*

#### **Medical and pharmacy**

I have occasionally collaborated with important pharmaceutical labs in the translation of clinical research trials (*Inocoll Pharmaceuticals*) and pharmaceutical research protocols (*ALK-ABELLÓ S.L., Leti Laboratories.*)

June 04 – April 06:     **Electronic Arts Software Ltd.**

Localization Coordinator.

- Coordination of the full localization process of videogames. The products under my responsibility have been: *The Godfather: The Videogame, Need for Speed Underground 2; The Lord of the Rings: The Battle for Middle Earth; Armies of Exigo; Need for Speed: Most Wanted; The Lord of the Rings: The Battle for Middle Earth 2; NBA Live 06; We love Katamari Damacy, Superman Returns.*
- Tasks involved in this role are the recruitment and coordination of translation teams; workload breakdown; creation of style guides and glossaries; maintenance and implementation of translation tools (SDL Trados); supervision of audio recordings and of dubbing scripts with recording studios and voice talents; scheduling and budgeting projects, translation of software strings, documentation and scripts, and liaison with LPMs and Development Studios.

July 2003 – June 2004:   **Synthesis Iberia S.L.**

Localization Project Manager.

- Coordination of the full localization process of videogames, focusing on the translation, adaptation and recording of audio scripts. Among others, I have coordinated the recording of products as *Mission Impossible 2, Spiderman 2, Max Payne 2, Legacy of Kayn, Unreal Tournament, Driver 3, Hitman Contracts; Shrek 2; Haunted Mansion; Killswitch; Transformers Armada.*
- Translation / Proofreading / LT of products as: *Battle Engine Aquila; Taz: Wanted; Digimon 3; Driver2; Dragon Ball Z; Mission: Impossible 2; Gundam; Hitman 2, Gladius; Arc the Lad; Sitting Ducks, Kya; Tony Hawk Underground.*

July 2002 - July 2003:   **DL-Multimedia S.L.**

Localization Project Manager.

- Coordination of the full localization process of videogames. The products I have coordinated among others are: *Empire Earth; The Incredible Hulk; The Mummy; Racing Simulation 3; The Hobbit* and collaborated with others as *Tom Clancy's: Splinter Cell.*

## **EDUCATION**

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1994-1999:                University of Vigo (Spain)  
**Degree in Translation and Interpreting** Language combination: *Spanish/Galician <> English; Spanish/Galician > French.*

Oct 2006-June 2007:    University Alcalá de Henares (Madrid)  
**Master's degree in Publishing**

April 2003:               **Official Sworn Translator and Interpreter of English** (MAE: Spanish Foreign Affairs Department. (Appointment: 04/08/2003)

### **ADDITIONAL RELATED EDUCATION**

June 2005:                University Complutense (Madrid)  
**Certificate of Teaching Techniques (CAP)**

June 2003:                Linguistic Consultancy Cálamo & Cran (Madrid, Spain).  
Certificate of **Spanish Professional Linguistic Proofreader**

November 2000:         University of Vigo (Spain)  
Seminary of **dubbing and subtitling**

1998-2001:               University Miguel Hernández (Elche, Spain)  
**International Relations and Protocol Specialist**

## COMPUTER SKILLS

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All Windows OS and Macintosh.

**CAT Tools:** SDL Trados 2007 (SDLX, Trados Workbench, Trados TagEditor) (proficient skills). Trados 6.5; Trados GXT. SDL Passolo. Catalyst. Star Transit.

MSoftware 2000 / 2003: Word, Excel, Access, Powerpoint, Outlook. MSProject (user level).

Audio recording and editing: SoundForge; CoolEdit; Protools. HTML editing: Dreamweaver (basics).

Page makeup software and text editing: QuarkXpress; Framemaker (basics), Adobe Acrobat Reader, Photoshop.

## LANGUAGES

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Spanish (native)

English (fluent)

Portuguese (intermediate)

Galician (native)

French (written and spoken)

Italian (intermediate)

## HARDWARE & SOFTWARE

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Intel Core 2 Quad Q6600 @ 2,40 Ghz; RAM 4 GB. 1 TB in 2 HDs. 2 19" LCD monitors. Graphic card ATI Radeon HD 3850. ADSL 6 MB. HP printer. DVD recorder. Pentax digital camera.

Windows XP. Office 2003. SDL Trados 2007. Trados 6.5. Trados GXT. SDL Passolo. Star Transit. Catalyst.

PlayStation 2. MS Xbox 360. Nintendo DS Lite. Sony PSP.

4 GB official glossaries. 50 printed dictionaries, textbooks and style guides. 20 dictionaries/encyclopedias on CD-ROM.

## MISC, ADDITIONAL SKILLS

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**Professor** in the *Seminar in Videogames Localization* (11-16 July) European University in Madrid (UEM). Creation and implementation of the whole program (<http://ea.phosdev.se/images/images/55066-cursoTraduccion.jpg>)

Teaching experience. From January to May 2002 I taught English at the Language Academy *OxfordEnglish* (Madrid). From July to October 2001 I taught Spanish at the *Union Chapel Baptist* in Manchester (UK).

As additional experience abroad, I worked as Sales Assistant at the *Dunnes Stores* in Dublin, Ireland, from June to August 2000. I also spent several summer seasons in England and France improving my language skills.

Interpreting and protocol experience: In November 2000, I carried out the simultaneous interpreting at the Galician Allergy Association Congress (Santiago de Compostela, Spain). In March 2000, I escorted the Solomon Islands Prime Minister, Honorable Bartholomew Ufula'Alu, as interpreter and protocol assistant during his diplomatic visit to Spain.

**END OF CAREER PROJECT: Technical Translation (French > Spanish):** Translation and Linguistic analysis of the first chapter of *La mesure des arbres et des peuplements forestiers* by Jacques Rondeux.

### Other skills and behaviours:

- Excellent computer skills, especially MS Office and CAT tools (SDLX and Trados).
- Expert working with videogames platforms and technological gadgets.
- Good industry (videogames) knowledge and understanding of software development cycle specializing in single-byte multi-language quality localization.
- Constantly communicate and provide feedback to improve departmental and project performance.
- Balance the conflicting needs of quality, time & cost to deliver solutions that meet the business needs.
- Experience in project management positions delivering multilingual services.
- Understand localization processes, methodologies, and publishing and studio partner operations.
- Team player and leadership skills. Problem solving and openness to new ideas.
- Good knowledge of Localization & Linguistic Testing/QA processes and tools.
- Proven ability to manage and oversee localization of multiplatform, multilingual complex projects.
- Ability to multi task and ability to remain calm and react quickly and efficiently under extreme pressure.

Clean driving license.

**References provided upon request.**