CONTACT INFORMATION
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PERSONAL INFORMATION
Date of birth: 07-26-1981
Place of birth: Lodz
Citizenship: Polish
Sex: Male

CAREER HISTORY

March 2011 - present day   My own company - different fields
On 1st of March 2011 I started a business activity and become a VAT taxpayer. I also started a cooperation with SDL as a vendor. My new clients include:
Fiserv. - RFI for Anti-Money Laundering Solution
Paul C. Rizzo Associates, Inc. - documentation of QA procedures for nuclear sites, geological surveys for nuclear facilities
Cisco - telepresence systems, Cisco Commerce Workspace platform
Sony - TVs, cameras, PlayStation3, PSP and games

April 2010 - March 2011   Freelance translator - IT
I focused on working in the IT industry in particular, dealing with IT translations on a daily basis. My regular customers include:
Xerox - high-volume printers and devices (finishers, booklet makers, staplers, etc.) for business clients, office printing workflow upgrade systems
Nokia - cell phones, navigation systems
Motorola - HDTV and cable TV delivery systems, LAN/WAN/Wi-Fi network assessment & upgrade systems
Skype - Skype application and Skype-enabled hardware
OKI - printers and auxiliary devices

January 2010 - April 2010   Freelance translator
I was working for a few smaller clients/translation agencies, participating in both IT projects and other areas of expertise (technical, medical etc.)

Major projects:
Vision Hardware Diagnostics Application (Hewlett-Packard)
Atmos S 041 Wound User Manual (Atmos MedizinTechnik/Proximus)

January 2009 - December 2009
Other projects:
Retail mails - application guide (Escher Group/Bel Trading)

Historical themes in painting (Muzeum Historii Polskiego Ruchu Ludowego/Uniwerystet Warszawski)

August 2008 - March 2010   Cenega Poland, sp. z o.o.
I worked there as a freelance translator and a proofreader. The scope of my duties was similar to what I was doing on my previous post.

Videogame industry related projects:
Secret Files 2 (Deep Silver/Koch Media)
Fallout 3 - Operation Anchorage, Broken Steel, Point Lookout, Mothership Zeta (Bethesda Softworks/Zenimax Media)
IŁ-2 Sturmovik (1C)
Battlestations Pacific (SCi/Eidos)
Order of War (Square-Enix)
Just Cause 2 (Eidos/Square Enix)

January 2005 - August 2008 „Albion" translation agency
I was trained to work as a translator and a proofreader in this company, learned all the know-how there. I translated in-game texts, printing, ads/promotional and game-related websites. Some of the major projects I participated in:

IT/Marketing related projects:
Polish Xbox Live Website - service, games and accessories catalogue (Microsoft)
Polish PlayStation Portable Website - games and services catalogue (SCEE)
Microsoft gaming and office hardware - keyboards, mice, webcams, Presenter (Microsoft)
Virtual me - EA service advertisements and catalogue (Electronic Arts)

Videogame industry related projects:
Splinter Cell: Chaos Theory (Ubisoft / Cenega Poland)
GTA: San Andreas (Rockstar Games / Cenega Poland)
The Elder Scrolls: Oblivion (ZeniMax Europe / Cenega Poland)
Guild Wars (directly for Arena NET)
Crysis and Crysis: Warhead (EA / EA Polska)
Bioshock (Take 2 / Cenega Poland)
Kane & Lynch (Eidos / Cenega Poland)
Command & Conquer 3 (EA / EA Polska)
Fallout 3 (ZeniMax Europe / Cenega Poland)
Assassins' Creed (Ubisoft / Cenega Poland)
Tomb Rider: Underworld (Eidos / Cenega Poland)
Far Cry 2 (Ubisoft / Cenega Poland)
Sony PSP Polish Website (SCEE / Lionbridge)
Gears of War 2 (Microsoft Games / CDProjekt)

I was also a localization tester there. From time to time I was given the responsibility of being a localization tests lead, collecting data on bugs from other testers, coordinating their work and implementing fixes using tools provided by developer or publisher's programmers.

EDUCATION
2008 University of Lodz, Polish philology studies
2000 - 2006 University of Lodz, Philosophy
1996 - 2000 E. Sczaniecka's 4th Grammar School.

OTHER SKILLS
Extensive knowledge of Microsoft Word, Excel, CAT software (Trados Translator's Workbench, Tag Editor, SDLX, Across, Idiom, Wordfast, Logoport)
Intermediate knowledge of image editing software (GIMP)
Advanced knowledge of 3D modeling software (3dsmax, Mudbox)

INTERESTS
European and Asian movies, folk music, contemporary literature, famous journalists.
Acoustic guitars, playing music.