

SHUNSUKE TAKAGI

Sociere Ootsu 401, 1-9-19 Kokubu, Ootsu-city, Shiga, 520-0844
Tel.(+81)-070-8457-2239 / E-mail: fingerbiter14@gmail.com

Summary

Experienced and in-demand game and IT localization professional, pursuing the best localization for the talented game creators and all fellow gamers in Japan. Seeking a second job to make use of my translation skills outside of the gaming industry.

QUALIFICATIONS

- Knowledge of, as well as experience in management and proofreading of game localization projects and application localization projects.
- Strong communication ability and cooperative skills in spoken English and Japanese.
- Extremely creative with problem solving skills.
- Experience in subtitle translation in multiple projects, as well as MS office softwares such as MS word and Excel.
- Over 300k weighted words MTPE done during 2022.

PROFESSIONAL EXPERIENCE

2K/Take-Two Interactive Japan Tokyo

Sep 2021 – Present

Localization assistant

Sep 2021 – Present

Localization department with localization projects of AAA video games.

- Reviewing translation qualities for in-game texts, store metadata texts and recording sessions.

KINSHA CO., LTD. Kyoto

Jan 2019 – Sep 2021

Director of various game localization projects

Jan 2019 – present

Localization department with projects of localization projects, mainly focused on video games.

- Directed more than 50 localization projects, half of which being game localization projects of English to Japanese translation.
- Undertook project managements and proofreading of game genres such as RPG, FPS, ADV, SLG, RTS, etc.
- Organized and led teams of varying members, consisted of freelance

translators.

Kotobuki Seihan Printing CO., LTD. Osaka **Apr 2017 – Dec 2018**

Sales for food product label printing **Apr 2017 – Dec 2018**

- Coordinated route sales involving more than five companies.

EDUCATION

Bachelor's Degree in American Linguistic Cultures, Kyoto Prefectural University,
Kyoto (2017)