



# SANTIAGO DE MIGUEL

ENGLISH-SPANISH (LATAM)

VIDEO GAME TRANSLATOR  
AND SOLUTION ENGINEER

## CONTACT ME

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ProZ profile

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## SERVICES

Video game localization

Localization engineering

Proofreading and editing

Linguistic quality assurance

Project management

CAT tool training

Consulting

Subtitling

Public speaking

## SOFTWARE

memoQ

Trados Studio

Phrase

Xbench

Subtitle Edit

Adobe InDesign



## PROFESSIONAL EXPERIENCE

**FREELANCE TRANSLATOR** / JAN 2014-PRESENT +2,700,000 words translated

**YOUR GAME IN SPANISH:** Personal brand focused on video game localization, consulting, LQA, testing, and other related services for developers and agencies.

### GAMES I'VE WORKED ON:

- Xuan Yuan Sword VII
- Kingdom Guard
- Tribal Age
- Mr. Pumpkin 2: Kowloon Walled City
- Ozaria / CodeCombat
- War-themed mobile battle royale
- Online AAA first person shooter
- Popular MOBA game
- Well-known hack and slash RPG
- Open world space exploration adventure
- Dark-Souls-style Samurai game
- Remake of a popular RTS game
- Cyberpunk RTS mobile game
- And more...

**FREELANCE EN-ES LOCALIZATION** for China's 3rd largest game developer and publisher by overseas revenue, and for other mobile game developers.

**FREELANCE EN-ES LOCALIZATION AND MULTILINGUAL PROJECT MANAGEMENT** for [Renxo S.A.](#), a mobile game, app and media platform developer.

**GAMING SOLUTION ENGINEER** / NOV 2021-PRESENT  
memoQ Ltd.

I HELP MEMOQ'S 150+ GAMING ACCOUNTS MAKE THE MOST OUT OF THE TOOL AND IMPROVE THEIR WORKFLOWS THROUGH CUSTOM TRAININGS AND CONSULTATIONS.

### LOCALIZATION ENGINEERING TASKS:

- File filter creation (Multilingual Excel, CSV, XML, JSON, .properties, etc.)
- Use of regular expressions for tagging, custom filtering, and QA rules
- Template configuration for automating tasks

**PUBLIC SPEAKING:** You can find a playlist with several of my memoQ webinars [here](#).

**CONFERENCE ATTENDANCE:** I've attended GDC, Tokyo Game Show, and G-Star, among others.

**REVIEWER - EXTERNAL LINGUIST** / JUL 2020-JAN 2022  
Vistatec

REVIEWING AND AUDITING TRANSLATED UI, MARKETING MATERIALS, AND HELP CONTENT FOR A WIDE RANGE OF IT AND AUDIOVISUAL PRODUCTS FOR A LEADING TECHNOLOGY COMPANY, AS WELL AS CARRYING OUT LINGUISTIC QUALITY ASSURANCE OF LOCALIZED APPS AND WEBSITES.

**IN-HOUSE TRANSLATOR** / MAR 2016-MAY 2017  
ONCALL Latam Interpreters & Translators

TRANSLATION AND PROOFREADING OF SCIENTIFIC PAPERS ON FISHERIES AND ENVIRONMENTAL AND ANIMAL CONSERVATION FOR A NUMBER OF INTERNATIONAL ORGANIZATIONS.



## EDUCATION

**MASTER'S DEGREE IN VIDEO GAME LOCALIZATION** / 2024-2025  
Universidad a Distancia de Madrid (UDIMA)

**TRANSLATION AND NEW TECHNOLOGIES** / 2017  
University of Buenos Aires (postgraduate degree)

**COURSES:** TRANSLATION ENVIRONMENTS, AUDIOVISUAL TRANSLATION, TECHNICAL AND SCIENTIFIC TRANSLATION, VIDEO GAME AND SOFTWARE LOCALIZATION, DESKTOP PUBLISHING, COMPUTER LAW

**LITERARY, TECHNICAL AND SCIENTIFIC TRANSLATION** / 2010-2014  
IES en Lenguas Vivas "JRF" (Bachelor's degree)



## COURSES AND SEMINARS

INTRODUCTION TO NARRATIVE DESIGN FOR VIDEO GAMES (by Víctor Ojuel)

INTRODUCTION TO PYTHON PROGRAMMING (EducacionIT)

HOW MOBILE VIDEO GAME LOCALIZATION WORKS (Etermax)

VIDEO GAME LOCALIZATION (BASIC AND ADVANCED) (by Pablo Muñoz Sánchez, Traduversia)