Rafael López Sánchez

Tech, video games & audiovisual
EN/IT > ES translator, project manager

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SUMMARY

I am an English to Spanish translator with more than 10 years of experience.
I specialize in subtitling, dubbing translation, and video game localization. Additionally, I have served as a project manager for audiovisual translation projects for 2 years. I also have experience as a DTP specialist, graphic designer, and web designer.

RELEVANT SKILLS

- English > Spanish translation
- Italian > Spanish translation
- Subtitling
- Script translation
- Video game localization
- Project management
- Desktop publishing (DTP)
- Graphic design
- Web design (Wordpress)
- Video editing

RELEVANT PROJECTS

VIDEO GAMES

EA Sports FC 24 – Electronic Arts
FIFA (15 – 23) – Electronic Arts
Dungeon Munchies – maJAJa
Lost Castle – Hunter Studio
Jack Axe – Keybol Games
PAGUI – padendon
Body of Evidence – Empyrean

FILMS, TV SERIES AND TV SHOWS

Texas Chainsaw Massacre – Netflix
Van Helsing – Netflix
Line of Duty – Netflix
Masterchef Italia – Netflix
The G Word – Netflix
How To Be a Cowboy – Netflix
The Thundermans – Nickelodeon
Leprechaun: Back 2 the Hood – Amazon Prime
Sul più bello – Netflix

MAIN PUBLICATIONS

The ins and outs of the video game localization process for mobile devices
Tradumàtica, Issue 14, (2016)

WORK EXPERIENCE

EN/IT > ES FREELANCE TRANSLATOR (2012 – PRESENT)
I specialize in translating audiovisual content (subtitling and dubbing), localizing video games (primarily for Android, iOS, PlayStation, Xbox, Nintendo and PC), software (Windows, MacOS, GNU/Linux and Android applications) and websites (CMS+HTML and CSS).

Clients: Transperfect, Day Translations, Tick Translations, Noraktrad, Loki Games, Janus WW, Best Digital Group, Pequerrecho, Grupo ASIS, MondragonLingua, Nóvalo eLinguistic Services, ZOO Digital, Quinto Nivel, Najual, Grupo Rehab, Mars Translations, LinguaVox, Mediapiu.

LANGUAGE EXPERT AT HAPPY SCRIBE (2021)
Tasks: Linguistic and translation advisory, methodology and transcription guidelines review, subtitling guidelines advisory, assistance in creating a manual and style guide for translators, development of EN-ES exams for the selection of translators and subtitlers, analysis of methodology in automatic subtitling and subtitle post-editing to develop a morally ethical workflow with sufficient textual quality.

PROJECT MANAGER AT TICK TRANSLATIONS (2019 – 2021)
Tasks: Assignment of subtitling projects to vendors, spotting subtitle templates, translation and revision of subtitles (EN > ES and ES > ES), quality assurance (QA), embedding subtitles into video files, technical guidance on subtitling projects, creating a subtitling guidelines style guide.

EDUCATION HISTORY

MA IN AUDIOVISUAL TRANSLATION
University of Cádiz & ISTRAD (2013 – 2014)
The modules I studied focused on video game localization, software localization, subtitling, dubbing, accessibility, research on audiovisual translation, and IT.

POSTGRADUATE IN GRAPHIC DESIGN
Euroinnova Business School (2013 – 2014)
Significant courses included: graphic design, advertising, DTP, web design and vector illustration. I was trained to use Adobe Suite for every aspect of graphic design and print production.

BA IN TRANSLATION AND INTERPRETING
University of Granada (2007 – 2012)
Significant courses included: audiovisual translation, translation technology, localization, scientific and technical translation, literary translation, terminology, and DTP.

TECHNICAL PROFICIENCY

CAT Tools: Trados Studio, memoQ, Wordfast, Phrase, SmartCAT, OmegaT.
Localization: Poedit, Lokalise, Alchemy Catalyst, Passolo.
Subtitling: EZTitles, Ooona, Amara, Subtitle Edit, Aegisub, Subtitle Workshop.
Graphic design and DTP: InDesign, Photoshop, Illustrator, GIMP, Inkscape.
Web development: Wordpress, Dreamweaver (HTML+CSS), SeaMonkey.
Video editing: Camtasia Studio, Adobe Premiere, Corel VideoStudio, CapCut.