

# Aaron Madlon-Kay

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## Objective:

To exercise my language skills and localization experience in a professional business environment.

## Qualifications:

### - Advanced localization-related technical and programming skills:

I am well-versed in localization-related technical challenges and strategies. At Tecmo Koei I pioneered the introduction of computer assisted translation tools. I have also developed a PHP-based custom toolset along with an OSS-based workflow for easing localization of in-game text from Japanese into English and additional languages.

### - Broad translating experience:

I have 2+ years of video game translation experience in-house at a major Japanese publisher. Beyond that I have worked with everything from Heian-era classical texts to modern technical publications in IT, economics, and the sciences.

### - Fluency built through over 10 years of formal Japanese study:

My early start with Japanese has allowed me to reach levels of fluency rarely seen in native English speakers; I am often mistaken for native Japanese in both my writing and speaking. Accreditation: Japanese Language Proficiency Test level 1, Kanji Kentei level 2, BJT Business Japanese Proficiency Test J1+

### - International communication skills:

My excellent English and Japanese skills allow me to offer thorough, accurate, and natural translations. I have worked in Japanese offices for over 4 years and am familiar and comfortable with the work culture.

## Education:

### - B.Sc.: University of Wisconsin-Madison (Sep. 2002 - May 2006)

Majors: Japanese and Physics, with certificate in Technical Japanese / GPA: 3.83

## Work History:

### - Ikata International Exchange Association, Japan (Aug. 2006 - July 2008)

Position: Coordinator for International Relations (JET Program)

Duties included communicating and liaising with Ikata's US sister city, planning and implementing a yearly exchange program, translating, interpreting, etc.

### - Tecmo Koei Games Co., Ltd., Japan (Aug. 2008 - Mar. 2011)

Position: Localization Project Manager

Duties include translating game content and printed materials, planning documents, technical docs, etc. into English and managing translation into other languages. Also overseeing recording of in-game voice, performing game testing and bug reporting, as well as age rating and publisher submissions. Worked on: Fist of the North Star: Ken's Rage, Dynasty Warriors 7, Dynasty Warriors 6: Empires, Samurai Warriors 3, Dead or Alive: Paradise, Dynasty Warriors: Gundam 2, Romance of the Three Kingdoms Touch 1 & 2, etc.

## Activities and Interests:

I maintain an interest in internet media and content creation. I have intermediate proficiency in Mandarin.