

Translation History

As of June 2018

Due to NDAs, I am unable to divulge detailed information about most work, but here is a brief sampling of translation work done in about the last 2 years with rough character counts.

Gaming

SF/Robot action strategy game for consoles – ~250,000 characters

Fantasy Mobile RPG - ~350,000 characters

2 related VR console projects – ~20,000 characters

Visual Novels (6 projects, two of which were related) – ~250,000 characters

Adult web based RPG – ~80,000 characters

Game Related Software manual – ~20,000 characters

Television/Video

Scripts for short animations – 50 (roughly 400 minutes' worth, no character counts)

Scripts for Sightseeing videos/Museum Documentaries – ~20,000 characters

PR Plan/Storyboards for TV Commercial – ~15,000 Characters

Tourism/Sightseeing

Regional Tourism Websites – ~900,000 characters

Tourist Driving Guides – ~100,000 characters

Miscellaneous

Equipment Manuals - ~50,000 characters

Presentation/Video scripts for RTOS Embedded Software Firm – ~100,000 characters

Engineering Company websites – ~100,000 characters

Various PR Proposals for automotive and architectural companies

Robotics Expo Articles/Interviews – ~25,000 characters