



Katarína Bodišová

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WORK EXPERIENCE

2022 – CURRENT

TRANSLATOR LANGUAGEWIRE

Translation, website and software localization, proofreading, machine translation post-editing, transcreation, and language quality assurance, focusing on marketing texts, guides, and ingredients, as well as localization of e-shop websites and specialized software.

2022 – CURRENT

TRANSLATOR SYNERGIUM

Translation, proof-reading, SEO translation, and machine translation post-editing of commercial and marketing texts.

2022 – CURRENT

VIDEO GAME QA TESTER DAQA

Quality assurance testing of video games of various genres on various platforms.

2022 – CURRENT

LOCALIZER NINE ROCKS GAMES

Slovak localization of the hunting game *Way of the Hunter* and its subsequent updates and DLCs. Translation of UI, dialogues, story, and various game elements.

2022 – 2022

LOCALIZER SLOVAK GAME DEVELOPERS ASSOCIATION

English localization of text-based retro games *Revenge* and *Expert for Bank*.

2022 – 2022

SUBTITLER FESTIVAL ANČA

Subtitling of two feature-length animated movies, *Belladonna of Sadness* (Japanese to Slovak) and *The Girl Without Hands* (French to Slovak).

2019 – 2019 Bratislava

CINEMA ATTENDANT CINEMA CITY

Food preparation and sale, customer care, and cleaning duties.

● EDUCATION AND TRAINING

2018 – 2021 Bratislava, Slovakia

B.A. IN PHILOLOGY AIMED AT TRAINING OF TRANSLATORS AND INTERPRETERS IN ENGLISH LANGUAGE AND CULTURE AND DUTCH LANGUAGE AND CULTURE Comenius University in Bratislava

Address Šafárikovo námestie 6, 831 01, Bratislava, Slovakia | **Website** <https://uniba.sk/en/>

2021 – CURRENT Bratislava, Slovakia

M.A. IN PHILOLOGY AIMED AT TRAINING OF TRANSLATORS AND INTERPRETERS IN ENGLISH LANGUAGE AND CULTURE AND DUTCH LANGUAGE AND CULTURE Comenius University in Bratislava

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● LANGUAGE SKILLS

Mother tongue(s): **SLOVAK**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C2	C2	C2	C2
DUTCH	C1	C1	B2	B2	C1
JAPANESE	B2	B2	B2	B2	B1
FRENCH	B1	B2	B1	B1	B1
CZECH	C2	C2	C1	C1	C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● DIGITAL SKILLS

Subtitling Software

SubtitleEdit | SubtitleWorkshop

CAT Tools

Phrase (Memsource) | Polyglot | MemoQ | WordFast | OmegaT | Smart Editor | SDL Trados

Coding

HTML

Other

Libre Office (Libre Office Writer, Libre Office Impress, Libre Office Calc) | Jira Issue and Project Tracking Software | Microsoft Office (Microsoft Office Word, Microsoft Office PowerPoint; Microsoft Office Excel); | GameBench | Google Drive | Social Media | Zoom | Google Docs

● ADDITIONAL INFORMATION

PUBLICATIONS

[Intertextovosť a kultúrne špecifiká pri lokalizácii videohier](#) – 2022

The article examines intertextuality and culturally specific references in video games. It aims to present different types of intertextuality present in video games, various translation solutions, transcreation used in localization, and potential issues in the context of Slovak localization.

"Intertextovosť a kultúrne špecifiká pri lokalizácii videohier", L10N Journal, 2022

PROJECTS

2022 – CURRENT

L10N Journal I am an editorial assistant at *L10N Journal: Translation in Software, Software in Translation*, a double-blind peer-reviewed, diamond open access, and international journal specializing in localization, machine translation, CAT tools, post-editing, and new technologies in translation.

Link <https://l10njournal.net/index.php/home/index>

2023 – CURRENT

Press Start I am a peer reviewer at *Press Start*, an open-access, peer-reviewed student journal that publishes research from across the multidisciplinary subject of game studies.

Link <https://press-start.gla.ac.uk/index.php/press-start>

VOLUNTEERING

2021 – CURRENT

Translation Translation of various humanitarian texts from English to Slovak through Translators Without Borders.

2022 – CURRENT

Video game QA testing Testing of various video games through Game Tester.

2022 – 2023

Subtitling Subtitling of short animated films *Bear Bears Boredom* (Japanese to Slovak), *A Bite of Bone* (Japanese to Slovak), *Oneself Story* (French to Slovak), *Above the Clouds* (English to Slovak), *Don't Die on Me* (English to Slovak), and *Evil Castle* (French to Slovak) for the film festival Anča.

2022 – 2022

Subtitling Subtitling of a feature-length movie *Shabu* from Dutch to Slovak for the film festival *One World*.

2022 – 2022

Video game Localization English localization of four indie video games, *Between the Siren's Call*, *Point of No Return*, *Words*, and *Disinfo.Checker* for the event *Play for Ukraine*.

2021 – 2021

Literary Translation Translation of the short story *Op het dak* (Nikky Ootjers) from Dutch to Slovak for the literary magazine 21.