MARTIN KORENEK

Localization Specialist

WORK EXPERIENCE

Mar. 2018

Wooga Berlin, Germany

June 2015

Localization QA Analyst

Oversight of the localization process from prototyping to global launch

Design of localization debugging tools

Management of outsourced LQA testing

Localization Management training (6 months)

June 2015

Electronic Arts Madrid, Spain

Video Game Localization QA - Czech

May 2014

to

AAA game language testing for all major platforms (PS, XBOX, Wii, PC and Mac)

Summer 2012

Lead Czech tester; final decision calls; creation and management of training materials; recruiting

TCR/TRC knowledge

Functionality QA Tester

May 2014

Disney Mobile Prague, Czech Republic

10

Nov. 2013

Funct. testing of mobile games on all platforms

Creation of test cases; Android/iOS requirements

Nov. 2013

Keywords International Dublin, Ireland

Sep. 2013

Czech Language Game Tester

Gran Turismo 6 language testing and website localization

Point of contact for the Czech team of six

Apr. 2013

Apple (via GlobeTech) Cork, Ireland

to

Localization Engineer

Nov. 2012

Ensuring software applications are properly localized for Czech market

Running QA tests and finding solutions for encountered issues

Jan. 2013

Presto Prague, Czech Republic

to Oct. 2008

Translator

Translation and proof reading of video game texts, including manuals, legal documents and marketing texts

EDUCATION

Bachelor of Arts

Translation and Interpreting Graduated in '13, Palacky University Olomouc, Czech Republic

Student Exchange

Class of '12, Sogang University Seoul, South Korea

Student Exchange

Class of '08, Universidad de Oviedo Oviedo, Spain

SKILLS

- Advanced PC, Mac and mobile user
- Efficient and practical
- Good communication skills and quick integration into a team
- "Team team team"
- Vast cultural understanding
- Stress resistant
- Health state is excellent

LANGUAGES

- Czech mother tongue
- English fluent written and spoken
- Spanish fluent written and spoken
- Polish spoken only
- German intermediate
- Korean beginner

