Anna Carella

Freelance translator, Language professor

Italian translator, specialized in video game localization. I help clients localize their projects with readiness, creativity and accuracy. My meticulous approach guarantees that the essence of the text seamlessly resonates with the Italian audience.

Enthusiastic and devoted Chinese language professor with five years of experience teaching students in a higher education institution, creating engaging lesson plans tailored to students' needs and interests.





English > Italian Chinese > Italian



Translation, Editing, Transcreation



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annacarella.xvz



Translation Experience

Freelance translator - Video game localization

2016 - present

I collaborate with agencies and direct clients providing video game localization services. Solid linguistic and research skills, curiosity, creativity and genuine passion for games allow me to deliver accurate and culturally nuanced translations.

Video game localization ZH/EN > IT | 2021 – present

- In-game texts (dialogues, items descriptions, skills descriptions etc.)
- UI elements (menu screens, settings, etc.)
- Marketing texts (store descriptions, updates, blog posts, etc.)
- Transcreation (humor, puns, poems, rhymes)
- Editing, proofreading, evaluation of translation tests
- Preparation of style guides and translation of glossaries
- Translation of software documentation

CAT Tools

MemoQ Phrase Smartcat SDL Trados

Titles translated (not covered by NDA)

Alan Wake II, Diablo Immortal, Atomic Heart, Hero Tale, Intergalactic Wizard Force, Academia School Simulator, Juro Janosik, World of Asterra, Path of Immortals, Call of Antia, Adventures From Another World, Age of Caves, Planescape Torment

Game genres I have worked on

Action, RPG, Shooter, Strategy, Simulation, Adventure, War, Battle Royal, Card game, **Graphic Novel**

Current collaborations

- Terra Localizations
- Wabbit Translations
- CCJK
- BestEasy China
- Loki
- Wordfoxes
- Maneki Commando
- Sound in Words

Direct clients

- Ondrej Angelovic | 2024 ARTIFICIAL
- Black Deer Games | 2021 Juro Janosik
- Squeaky Wheel | 2021 Academia: School Simulator
- Alan Edwardes | 2017

Estranged: Act II

Various projects

LocJAM - IGDA LocSIG | 2022, 2021, 2016 editions

Localization of a point-and-click adventure *Intergalactic Wizard Force*

Localization of a board game <u>Adventures from Another World</u> • <u>An Agile RPG</u> (first half)

Localization of a board game Hotel of Madness

Vigamus Academy | 2021

Localization of a rail-shooter game Spirates

Beamdog | 2016 - 2017

Translation, proofreading and layout: Baldur's Gate: Enhanced Edition - Mastering Melee & Magic

Translation of video game-related content: BGEE Release Notes, v2.0

Translation and revision of game dialogues: Planescape Torment: Enhanced Edition

Proofreading the Italian translation of the book: I Racconti di Dave Gross

FenixTM | 2017

Italian language proofreader for Shadowrun: Dragonfall (Harebrained Schemes)

HydeCube | 2017

Transcription and translation of two video tutorials explaining how to use HydeCube fenixweb.net/hyde

Other fields

Dataworks ZH > IT | 2021

Translation of short stories included in a book on the subject of poverty alleviation efforts undertaken by the Chinese government in rural areas of China

Proofreading tasks

Proofreading of the book *Diario di un letterato di epoca Ming* (Luni Editrice) (2021)

Proofreading of the book *La Cultura Cinese in Lingua Volume 1* (2021)

Proofreading of the ebook *Adjacent Future* (2019)

Subtitling - TED Talks | 2018

From Clutter to Clarity | Kerry Thomas

Video Games Saved my Life and How They Will Save Yours | Zhenghua Yang

What it feels like to see Earth from space | Benjamin Grant

Travel Agency ZH > IT | 2017

Travel Itinerary: translation and revision of tourism-related texts

Medical field EN > IT | IT > EN | 2017 - 2021

Translation and reviewing of medical reports: detailed list at this link



Continuous professional development

- STL Le parole contano: come scrivere e tradurre in modo inclusivo (Jan Mar 2023)
- Fun for All: 6th International Conference on Game Translation and Accessibility (Feb 2023)
- Localization School by Translation Technologies Academy (May 2022) (50 hours)
- Video game localization course by Games Localization School (GLOS) (Apr 2021 Jul 2021) (120 hours)
- TranslaStars (2022): Transcreation; Translating video games and software; Terminological research for translators; Use of inclusive language in Italian
- The art of reviewing by Langue&Parole (Dec 2021)
- Transcreation: advanced module by Langue&Parole (Nov 2021)
- Translating video games by Langue&Parole (Sept 2017)
- SDL Trados Studio 2015 for Translators Intermediate (Oct 2016)



Teaching experience

Adjunct professor

2018 - present

SSML - Higher School for Language Mediators - Potenza

Teaching "Chinese Language and Literature", "Language mediation Chinese-Italian 1" and "Language mediation Chinese-Italian 2" courses

Chinese language teacher

Apr - Jun 2022

Confucius Institute - Napoli

Teaching two Chinese language courses (basic level – HSK 1) for high school students

Tutor - Master's degree course "Didactic strategies for teaching Chinese" Mar - Dec 2021 Università degli Studi di Napoli "L'Orientale"

Supervising lessons, facilitating online teaching, researching teaching materials, test creation

English teacher (preschool)

2019 - 2020

4º Circolo Carlo Nunziante Cesaro Elementary School

English teacher for preschool children: 2018/2019 and 2019/2020: "English for Kids" project

English teacher (elementary school)

2018 - 2021

External Expert for extracurricular teaching of the English language

4º Circolo Carlo Nunziante Cesaro Elementary School

- Speak now! PON 10.1.1A-FSEPON-CA-2017-589 (2018)
- English for Kids PON 10.2.2A-FSEPON-CA-2019-192 (2021)

Istituto Comprensivo 2º -Dati Elementary School

- Enjoy your English! - PON 10.2.2A-FSEPON-CA-2017-707 (2019)

Trainee teacher (Chinese language)

Mar - May 2018

Liceo Scientifico Statale "Alfred Nobel"

Teaching internship in high school classes, teaching Chinese language

Trainee teacher (English language)

Sept - Oct 2015

4° Circolo Carlo Nunziante Cesaro Elementary School

Teaching internship in elementary school classes, teaching English



Other professional experiences

Copywriter Sept 2020 - 2022

Meta Studios Creative Agency K.K 株式会社

Copywriter for the upcoming video game "Mictlan: An Ancient Mythical Tale"

- Product descriptions (Steam page, Steam announcements)
- Promotion (Kickstarter Campaign page and Kickstarter Campaign Video script)
- PR work (Press release, Newsletter, Patreon page content)

Web content editor 2017 - 2018

Japamici

I wrote SEO-optimized content and articles about Japan for "Japamici" travel agency http://japamici.com/blog/



Chinese Teacher Training Program - 教师师资培训

Aug 2018

Shanghai International Studies University - 上海外国语大学

Master in Didactic Strategies for Teaching Chinese

Jan 2018 - Feb 2019

Università degli Studi di Napoli "L'Orientale"

Short-term Chinese Language Program

Mar - Jun 2017

Beijing Language and Culture University - 北京语言大学

Master in Global Marketing, Comunicazione & Made in Italy

2017

Centro Studi Comunicare Impresa - Fondazione Italia

Master's degree

Università degli Studi di Napoli "L'Orientale", Comparative Literatures and Cultures (English and Chinese)

First-class honours degree

Master's thesis: "Reinforce national identities while playing: culturally specific video games in China"

Bachelor's degree

2009 - 2013

2013 - 2016

Università degli Studi di Napoli "L'Orientale", Languages, Literatures and Comparative Cultures (English and Chinese)

First-class honours degree

Bachelor's thesis: "Intralinguistic Translation or 'Americanization'? A comparison between 'Harry Potter and the Philosopher's Stone' and 'Harry Potter and the Sorcerer's Stone'"



Da Wangba a Wangka: il linguaggio che crea nuove percezioni. L'evoluzione degli Internet bar in Cina

Centro Studi e Documentazione sulla Storia e la Devozione

2021

Contributo in volume - Listen. Annali della Scuola Superiore per Mediatori linguistici della Basilicata. vol.2 di N. Montesano (a cura di) - ISBN: 9788894067873

Rafforzare l'identità nazionale giocando: I videogiochi basati sulla narrativa cinese

Centro Studi e Documentazione sulla Storia e la Devozione

2020

Contributo in volume - Listen. Annali della Scuola Superiore per Mediatori linguistici della Basilicata. Ediz. Multilingue (2000) vol.1 di N. Montesano (a cura di) - ISBN: 889406784X

Proposta di unità didattica in lingua cinese. La storia di Sun Wukong

Centro Studi e Documentazione sulla Storia e la Devozione

2021

Contributo in volume - Listen. Annali della Scuola Superiore per Mediatori linguistici della Basilicata. vol.3 di N. Montesano (a cura di) - ISBN: 9788894067897

Porte sulla Cina: Disegni realistici da colorare

Independently published - ISBN-13: 979-8591428358

2021

This coloring book combines my passions for Chinese culture, drawing and photography. Each illustration, representing a beautiful place to visit in China, is accompanied a small descriptive paragraph and a QR Code which forwards the reader to a website showcasing the original photos which inspired the illustrations in the book.

Japan Street Photography Coloring Book

Independently published - ISBN-13: 979-8536188415

2021

This coloring book is a collection of illustrations I created from original pictures taken by the photographer adjacent.future. Each illustration has a QR code linking to the original picture. I also designed the layout and cover for this book, wrote the introduction, and revised the English language of its content.



Certifications and Training

- Business Chinese course 商务汉语 Confucius Institute (Oct 2016 Feb 2017)
- Chinese listening and conversation course 汉语听说课 Confucius Institute (Oct 2016 Feb 2017)



Translator

The Rosetta Foundation EN > IT

2017

Translation of texts for Associazione LIBRA Onlus Translation for Pressenza International Press Agency

Graphic Designer

- Crating and designing the graphic layout for the website https://ilpanaro.online/ to support the charitable organization "Panaro Solidale".

- Creating the graphic interface for the Android App "Pin My Food" 2012

- Designing Lightbulb Studio's employees' business cards 2012