

JP • EN • SV Translator and Localization Programmer

Samuel Messner

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📁 Work Experience

Azuki / KiraKira Media (2022–) Freelance translation of manga for the Azuki platform.
Series: *My Dear Detective: Mitsuko's Case Files*.

YKS Services (2021–) Freelance translation of manga and theater. Clients include **Kodansha** and **Mangamo**.
Series: *Apple Children of Aeon*; *Kybernetes*; *Depraved Monk in Paradise*; one other manga and one stage play.

Seven Seas Entertainment (2021–) Freelance translation of manga. Series: *Monologue Woven for You*.

Mid-sized localization agency (2020) Freelance localization quality assurance for a story-focused, mainly textual video game. Editing of an English script while consulting the original Japanese; writing diverse character voices; Japanese business communication.

Dugga AB (2016, 2017, 2018) E-learning platform for performing university exams online.
Full-stack web development; consistent teamwork; English-to-Swedish technical translation.

🗨️ Languages

I am a native speaker of the **English** and **Swedish** languages, and pride myself on an impeccable, beyond-native command of both. I am fluent in **Japanese**, both literary and colloquial.

🎓 Education

(2020) **Intercultural Institute of Japan** (Japanese)

(2018) **Stockholm University** (Linguistics, Japanese)

(2017) **Jönköping University** (Embedded systems)

(2014–2017) **Stockholm Science & Innovation School**

🕒 Experience

Selection of Projects

(2020) **Azusa 999** – Japanese to English; fan translation. A dark, emotional 1997 PC-98 indie adventure game. Diverse character voices; extensive Japanese research; writing of ample supplemental materials to provide the player with cultural context; localization programming.

(2019) **Babyoon Flight** – Japanese to English; official translation. A comedic 2018 indie game for SmileBASIC on 3DS. Long monologues; literary – bookish, even – tone; localization programming.

(2018) **Telefang: Mobile Monsters** – Japanese to English; fan translation. Immense amounts of wordplay and proverbs; scientific language for creature descriptions; instruction manual; localization programming.

Volunteer Work

(2015–2016) **Igelboda Skola** – Taught basic programming to gifted children ages 10–13.

(2015) **IBM** – Taught web development to children ages 10–13, both in English and in Swedish.

★ Skills and Personality

I am passionate about the accuracy of my translations not only in content, but also in tone, nuance, and in the end user's overall experience with the target cultural and linguistic context in mind.

I communicate well (both verbally and textually), which I find is vital to the result of a localization – for communicating within a team and for writing potential translation notes. I also excel in public speaking!

I am comfortable in the realms of design and layout – I've typeset comics and subtitles, and I often work on web pages, video game instruction manuals, posters, and various promotional materials.

I am boundlessly enthusiastic and social. It does wonders, I find!

<> Tools and Technologies

Excellent (frequent use)

Microsoft Office (Word, Excel, etc.)
Google Workspace (Docs, Sheets, etc.)

Programming (Python, full-stack web development, C++, C#, etc.)

Adobe Photoshop
Inkscape

Fair (occasional use)

Memoq
Aegisub
Gettext

Adobe Illustrator
Adobe Premiere
OBS Studio