

# Curriculum Vitae

As of 07/11/2011

<i>Name</i>	Stauber Florian
<i>Age</i>	35
<i>Nationality</i>	Swiss
<i>Native Language</i>	French
<i>Address</i>	Aikawa 2-4-15-503 Higashi Yodogawa-ku, Osaka 533-0007, Japan
<i>Mobile Phone</i>	+81 (0)90 6085 4820
<i>E-mail</i>	flosta76@gmail.com

## Education

1996 – 2003	University of Geneva	M.A. in Japanese Studies & Computer Linguistics
2001 – 2002	Waseda University	Intensive Japanese Lang. Program

## Language Skills

<i>Japanese</i>	Fluent	JLPT 1
<i>English</i>	Fluent	TOEIC 965 / 1000
<i>Italian</i>	Business Level	
<i>German</i>	Conversational	

## Work Experience

11.2010 – Present	Youth Engineering Co., Ltd (Japan)	
		- Translation of instruction manuals for audio-video components
12.2009 – Present	Self-Employed (Japan)	
		- Translation of video game contents (script, manuals & package, production-related documents) - Design and management of multilingual iOS projects (as freelance)

9.2007 – 11.2009	Natsume Co., Ltd (Japan)	
	<ul style="list-style-type: none"> <li>- Translation of game production material / Interpretation in meetings.</li> <li>- Project Coordination for NDS licensed software (incl. localisation &amp; QAV)</li> <li>- Design and project management for iOS applications.</li> </ul>	
11.2005 – 8.2007	NOVA Group (Japan)	
	<ul style="list-style-type: none"> <li>- Teaching of French</li> </ul>	
3.2005 – 9.2005	Aichi World Exhibition (Japan)	
	<ul style="list-style-type: none"> <li>- Guidance in Japanese / English / French</li> </ul>	
9.2004 – 2.2005	ToutLeContenu.com (Switzerland)	
	<ul style="list-style-type: none"> <li>- Editing of news content related to game software &amp; hardware from Japanese / English / French resources.</li> </ul>	

### Translation Experience / Record

<i>Translation Language(s)</i>	Japanese > French / English, English > French
<i>Area of Expertise</i>	Video Games
<i>Areas of Experience</i>	<ol style="list-style-type: none"> <li>1. Game design / manuals &amp; package / production documents / legal</li> <li>2. Game scripts</li> <li>3. Technical translation</li> </ol>
<i>Years of Experience</i>	4

2011 – Present	Menus / script / manual of 3DS game <i>Naruto Shippuden 3D : The New Era</i> (J / F, ca. 30'000 char.)
	Menus / script of 3DS game <i>Fish On</i> (J / F, ca. 20'000 char.) (to be released)
	Instruction manuals of audio-video components (J / E, 40'000 char. as of May 2011)
2010 (*)	Strategy guide of Xbox 360 / PS3 game <i>Fallout New Vegas</i> (E / F, ca. 45'000 words)
	Manual of Wii / PS2 game <i>Scooby-Doo and the Spooky Swamp</i> (E / F, ca. 2200 words)

	Instruction Manuals of multiple VCS games (J / F, ca. 20'000 char.)
	Menus / script of NDS game (unreleased) (J / F, ca. 12'000 char.)
	Menus / script / manual of NDS game <i>Naruto Shippuden - Naruto vs. Sasuke</i> (J / F, ca. 60'000 char.)
	User Agreement for online game <i>Yu-Gi-Oh! ONLINE</i> (E / F, ca. 2200 words)
2007 – 2009	Game design docs / business material, incl. legal (J / E)
2007	Scenario of NDS game <i>SpongeBob SquarePants feat. Nicktoons: Globbs Of Doom</i> (E / J, ca. 4000 words)
2007 (*)	Script of NDS game <i>Draglade</i> (J / F, ca. 50'000 char.)
	Script of PSP game <i>Yu-Gi-Oh! GX Tag Force</i> (J / F, ca. 15'000 char.)

(\*) Done as freelance

### Centers of Interest

- Video games, manga
- Football, Snowboard