Emilia (Legal Name: Megan) Primavera

They/Them/Theirs
LinkedIn: https://linkedin.com/in/emilia-primavera
Github: https://github.com/danger-duchess
Portfolio: https://eprimavera.me

Skills

Programming Languages: C/C++, Java, C#, Python, JavaScript, HTML, CSS, MIPS/x86 Assembly, SQL, Godot
Languages: English: Native proficiency, **Spanish:** Bilingual proficiency**; Japanese:** Business proficiency
Skills: Microsoft Office, Trados, memoQ, Wordpress, Phrase, XTM, Phrase, Adobe Creative Suite, MadCap Lingo, MadCap Flare, Website Localization, Translation-Editing-Proofreading (TEP), Functional and Linguistic Quality Assurance, Large Language Models (LLM), Neural Machine Translation (NMT), Software Localization and Internationalization, Asset Localization, Unity, Unreal Engine, Gamemaker Studio, Project Management, Jira, Atlassian, Asana

Education

M.A. in Translation and Localization Management
Middlebury Institute of International Studies at Monterey, Expected May 2024
Bachelors in Japanese, Computer Science, Minor Concentration in Spanish Language
Florida State University, August 2016-December 2020
Year-long Exchange Student
Hiroshima University, Japan, September 2018-August 2019

Experience

Localization Project Coordinator, Square via Magnit
June 2024 – Present
- Prepared, executed, and monitored translation and localization projects across several product lines
- Supported day-to-day globalization efforts by coordinating between project managers and stakeholders
- Automated processes for budget, quality data analytics, and dashboard monitoring.

Translation and Compliance Intern, Light & Wonder
July 2023 – March 2024
- Translated technical documents, user-facing strings, and in-game content for casino games from English to Spanish
- Edited and revised documents for clarity and consistency in Romanian, Canadian French, Japanese, Spanish, and French.
- Assisted in the linguistic QA process for in-game art, help pages, and manuals.

TLM Graduate Assistant, Middlebury Institute
February 2023 – May 2024
- Guided over 30 students through programming assignments for an introductory software localization/ programming course.
- Held tutoring sessions outside of class hours for assistance with C#, Python, JavaScript and other tools.
- Created guides to breakdown complex code operations and concepts both real time in class and in office hours.

Community Assistant, Middlebury Institute
August 2022 – May 2024
- Facilitated community-building events in an internationally populated dormitory and coordinated communication between residential life staff and student residents.
- Worked with residents to create a diverse and welcoming community at the dormitory.
- Aided cross-cultural communication about dorm rules and expectations including behavioral, hygienic, and safety considerations.

Teaching Assistant to Support Distance Learning, Middlebury Institute
September 2022 – May 2023
- Acted as a liaison between online students and the in-person professor over 4 different classes to ensure smooth communication and understanding during hybrid courses.
- Facilitated and operated Polycom and video conference panels to ensure successful broadcast and recording of lectures.

11th Grade English Teacher, Lake Worth High School
January 2022 – July 2022
- Instructed 11th grade students at a Title I school in English Literature and Composition per Florida Department of Education standards and milestones.
- Worked across departments to ensure students received proper assistance when needed and met graduation requirements.
- Translated instructions as needed for ESOL students.

Test Coordination Assistant, Lake Worth High School
September 2021 – January 2022
- Organized, distributed, and collected testing materials according to standardized test guidelines for statewide assessments, ACT, SAT, and PSAT
- Verbally translated exam instructions for ESOL students and assisted in granting them access the English-language exam portal.
- Collaborated with school staff to proctor, administer, and complete testing in a timely and error-free manner.

SSD Specialist, Labovick Law Group
February 2021 - September 2021
- Assessed client leads for social security disability applications and walked over 50 clients through the online application.
- Translated the application and application information over the phone from Spanish to English and English to Spanish for Spanish-speaking clients.
- Provided information about the process, necessary documentation, and the law firm's processes to clients.

Night Staff, University Housing at Florida State University
August 2020 – December 2020
- Acted as the on-call contact and point person for 6,172 residents living across 18 university residence halls from 10pm – 7am.
- Enforced campus rules, COVID-19 policies, and honor codes during the height of the COVID-19 pandemic.
- Coordinated with housing staff and campus police to ensure security and safety of residents.

Quality Assurance & English Localization Tester, KEMCO Game
November 2018 - August 2019
- Provided program functionality testing and English translation quality assurance at a Japanese gaming company launch over 10 cross-platform gaming titles.
- Communicated with the Japanese-speaking development team to report bugs.
- Worked with the translation team through regional differences in English to ensure utmost linguistic quality and legibility in the final product.

Projects

[Close Encounters of a Localization Kind](#) **- Audiovisual Localization**
- Project Showcase for Audiovisual Localization completed in Spring 2024
- Removed original dubbing track, subtitled, translated, and redubbed a Saturday Night Live sketch from English to Spanish, Simplified Chinese, and Japanese with two other colleagues.

[LinguaInclusa](#) **– An Accessibility Resource Hub for Localizers**
- Localization Practicum Project completed in Fall 2023
- Created a resource website providing detailed information on how to include accessibility in the localization process, including relevant laws, statistics, and standards, as well as easy-to-follow checklists per disability consideration.

"[The Most Dangerous "Game": Hunting Down Strings in Unreal Engine](#)" **- Unreal Engine Localization**
- Project Showcase for Games Localization completed in Fall 2023
- Gathered and collected all hard-coded strings from a free Steam game's code to ensure localization and translation could be facilitated.

"[A Great Big Beautiful 未来: How to Train a NMT to Translate Disney Maps](#)" **- Neural Machine Translation Project**
- Semester-long Project Showcase for Advanced Translation completed in Spring 2023
- Trained a Neural Machine Translation Engine to translate Walt Disney World Resort Maps from English to Simplified Chinese using specialized and general corpora with two other colleagues.

"[Into the Wide World of Color: A Photoshop Script for Accessibility](#)" **- Colorblindness Accessibility Script**
- Project Showcase for Multilingual Desktop Publishing completed in Spring 2023
- Created a proof-of-concept Javascript script to check text layers for colorblindness accessibility according to WCAG AA guidelines.

[じゃんけん、pikachu, Rock Paper Scissors – Localizing a Universal Game](#) **– Software Internationalization**
- Project Showcase for Software Internationalization and Localization completed in Spring 2023
- Refurbished basic code to include support for 3 languages as well as fixed bugs and added an end state for the program.