

Contatta

sturlese.eva@gmail.com

www.linkedin.com/in/evasturlese
(LinkedIn)

Competenze principali

Project Management

Language Processing

Translation

Languages

Francese (Limited Working)

Spagnolo (Full Professional)

Inglese (Full Professional)

Italiano (Native or Bilingual)

Certifications

ECDL

Eva Sturlese

General Manager Vigamus Group | Localization Specialist | GLOS
- Games Localization School Academic Coordinator | Women in
Games Ambassador

Italia

Riepilogo

Deputy Director at VIGAMUS

Localization Specialist & Copywriter (ES/ENG>IT)

Women in Games Ambassador

- Communication & Business Development Specialist for the Game Industry
- Educational Project Manager
- Specialized Translator (IT Localization, Tourism Translation, SEO Transcreation)
- Lecturer & Professor: Gamification Strategy & Applied Games, Localization Strategies, English as L2

Esperienza

VIGAMUS

General Manager

giugno 2022 - Present (1 anno 10 mesi)

In January 2021 I joined Vigamus Group starting out as Academic Tutor for GLOS - Games Localization School. After six months I became Academic Coordinator for the Educational Department.

Since June 2022 became Vigamus Deputy Director, contributing to manage different assets: from Vigamus Academy, to VIGAMUS - The Video Game Museum of Rome and business development and cultural initiatives on a national and international level.

Steep Steps

Freelance Translator & Copywriter

gennaio 2017 - Present (7 anni 3 mesi)

Freelance translator specialized in software localization, localization for marketing a focus on SEO Optimization and transcreation in the tourism and educational niches.

Ongoing/long term collaborations:

WeLocalize (US) - IT/Software Localization

Lionbridge (Ireland) - Social Media Transcreation

Check out my latest projects at the following links:

GLOS - Games Localization School

Educational Project Manager

marzo 2021 - Present (3 anni 1 mese)

Coordinatrice e Project Manager presso GLOS - Games Localization School e Vigamus Academy incentrati sul Game Design & Development, Graifca 3D e Animation, localizzazione di videogiochi, prodotti crossmediali e doppiaggio in ambito videoludico.

- Coordinamento e organizzazione dei corsi
- Creazione e traduzione di contenuti marketing in ambito videoludico, interviste ad esperti del settore e articoli per blog e siti web
- Project managing dei project work pratici di localizzazione svolti durante i corsi
- Media e Public Relations Management
- Social Media Managing

Università degli Studi Link

University Lecturer

ottobre 2022 - febbraio 2024 (1 anno 5 mesi)

Rome, Latium, Italy

Professor of Applied Games and Gamification Strategies at Link University - Master's Degree in Language and Communication Technologies, curriculum in Game Development, Marketing and Communication.

Welocalize

Italian Language Specialist

dicembre 2020 - giugno 2022 (1 anno 7 mesi)

Remote

Freelance Italian Language Specialist -I transcreate and translate contents from English (US) into Italian adapting them linguistically (and culturally) for Italian users and readers. I work on projects about Software/AI/IT localization.

Translators without Borders

Independent Translator
ottobre 2020 - aprile 2022 (1 anno 7 mesi)

TED Talks
Translator
gennaio 2019 - gennaio 2022 (3 anni 1 mese)

TheSoul Publishing
Copywriter creativo
maggio 2020 - settembre 2020 (5 mesi)

Università degli studi Roma TRE
Internship Trainee
maggio 2019 - novembre 2019 (7 mesi)
Librarian & Tutor - Department of Humanities, Roma Tre University.

Formazione

Università degli Studi di Roma Tre
Laurea Magistrale LM, Lingue moderne per la comunicazione
internazionale · (2017 - 2019)

Università degli Studi di Genova
Laurea triennale, Teorie e tecniche della mediazione
interlinguistica · (2014 - 2017)

Universidad de Málaga
Erasmus, Traducción e Interpretación · (2016 - 2017)

Università degli Studi di Genova