

MENGCHU PENG

Shanghai, China | catheline.pmc@gmail.com

SUMMARY

Experienced freelance English-to-Chinese translator with over 9 years of localization experience, native-level Simplified Chinese. Core strengths cover game localization and technical software-UI localization, with a total output of more than 5 million words. Skilled in translation, linguistic editing, self-review, terminology research and cultural adaptation. Well-versed in large-batch assignments and recurring iterative content updates. Information-Engineering educational background supports strong comprehension for technical and system-related text. Quick to adapt to project-specific style guides and workflows.

EXPERIENCE

10/2016 to Current **Freelance EN-ZH Translator | Full-Time Translator**

Delivered professional translation and localization services for global clients, focusing on game content and technical software products, with total output exceeding 5 million words.

- Game Localization: Completed translation and linguistic editing for multiple game titles including PVP-shooter *Battle Prime*, party-game demo *It's a Flop*, long-run social mobile game *Avakin Life*, alongside visual-novel, side-scrolling-platformer and casual-mobile projects. Handled base-game assets as well as post-launch live-ops incremental updates; performed self-inspection, terminology unification and cultural-fit adjustment for in-game dialogue, UI strings and descriptive texts.
- Served as preferred translator for software platforms Riversand, OpenSpace.ai, Fieldwire, delivering full-life-cycle UI localization covering interface strings, feature descriptions, technical tips and user guides.
- Executed self-inspection, linguistic revision and quality optimization for all deliverables to meet project standards for accuracy, fluency and terminology consistency.
- Adapt writing styles to varied project requirements, maintain consistent output quality and secure positive client feedback under diverse turnaround schedules.

SKILLS

- Written translation& linguistic editing (en-zh)
- In-game UI & script localization
- Software & app UI localization (technical / BIM-related strings)
- Linguistic self-review, terminology research & glossary maintenance
- Cultural appropriateness evaluation
- Bulk-content processing & live-ops iterative-content delivery
- Project adaptability & style-guide compliance
- Technical text comprehension; able to read code for text-resource cross-reference

EDUCATION

2017	Master: Information System University of Münster - Münster, Germany
2012	Bachelor: Information Engineering Shanghai University - Shanghai, China

LANGUAGES

English:	C1	Chinese (Mandarin):	C2
Advanced		Proficient	