

EMANUELE GUIDI

EN-ES > IT TRANSLATOR

I hold a degree in Languages for the Information Society. I am passionate about both technology and languages, having studied English and Spanish
I worked in Information Technology as an ETL Developer, but I am now looking to pursue a different path. In fact, I am particularly fascinated by the world of translation and subtitling, to the extent that I dedicated my thesis to this subject. To specialize in this area and showcase my skills, I finally completed a course in Game Localization ans started working as a freelancer as a translator and LQA Tester.
In 2026, i obtained a Master ***in Audiovisual Translation at the SSML Pisa****.*
This is my COVER LETTER that explains a summary of my experiences.
For further details, check all my projects here*.*

ABOUT ME

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emanuele.guidi96@gmail.com Emanuele Guidi
27/01/1996 Nationality:

TRANSLATION SKILLS

- MemoQ
- Crowdin
- Youtube Studio (software for subtitles)
- Manga/Comics translation (en>it)
- Light novel translation (en, es >it)
- Wrestling web sites translation (en>it)

IT SKILLS

- Microsoft Office
- Windows
- Talend
- Datastage
- Oracle
- SQL
- Javascript

SOFT SKILLS

- Adaptability
- Motivation
- Precision
- Teamwork

LINGUE

Native speaker

C1

C1

HOBBIES AND PASSIONS



PERSONAL DATA

I hereby authorize to the processing of my personal data included in this CV in compliance with Article 13 of EU Regulation 2016/679 (GDPR), for the purpose of recruitment and selection.

SPANISH TO ITALIAN TRANSLATOR

STRAWBERRY MOON LIGHT NOVEL, IDRA EDITING

Strawberry Moon is a Spanish light novel written by Laia Lopez.

FREELANCE TRANSLATOR/SUBTITLER (EN<>IT)

YELLOW LANGUAGE SOLUTION, SUBTITLE EDIT (ENGLISH >ITALIAN)

Tasks:

- Syncronize and edit subtitles of a commercial

Tools: CaptionHub

YELLOW LANGUAGE SOLUTION, DEEPDUB PROJECT - 2025

Italian Machine Transcription Script Post-editing

Tasks:

- Ensure the transcript is correct, including grammar and typos
- Edit for literalness
- Adjust timing and name characters.

Tool: Deepdub

MEGA DREOLIN VIDEO GAME LOCALIZATION (EN>IT)

LOCJAM 11/2025

I worked in a team for a fan made project organized by LocJam.

ENGLISH TO ITALIAN TRANSLATOR

FLITTO 08-2025

Long Context Translation task - Human Translation

Handling and translating extended texts or conversations while maintaining context, coherence, and accuracy across a large number of words or sentences.

EDUCATION AND TRAINING

AUDIOVISUAL TRANSLATION MASTER (CLICK HERE FOR THE CERTIFICATE)

Scuola Superiore per Mediatori Linguistici, Pisa

02/2026 - 07/2026

- Italian SDH Subtitling, RAI guidelines
- English to Italian Subtitling, Netflix guidelines
- English to Italian Game Localization
- English to Italian Dubbing Adaptation
- Italian Audio description

GAME LOCALIZATION COURSE (CLICK HERE FOR THE CERTIFICATE)

GLOS 04/2025 - 07/2025

- Introduction to Localization
- Practice with CAT TOOLS (MemoQ)
- Crossmedial Translation (Comics, board games)
- LQA
- Videogame Dubbing
- Project Work: translation of the scripts for the video game "GLOS-The Game" with voice casting for the characters in the game. It was a project in which I cooperated with my classmates.

"HOW TO BECOME A TRANSLATOR (AND NOT ONLY) IN ITALY" COURSE

CW ELAB 02/2025 (Only one week)

- Theoretical topics on audiovisual translation
- Introduction to Localization (Game and Forensic)
- Introduction to CAT TOOLS
- Transcreation
- Marketing applied to translation

AUDIOVISUAL TRANSLATION SUMMER SCHOOL CLICK HERE FOR THE CERTIFICATE)

Roma Tre University (August 2026)

- Italian SDH Subtitling, RAI guidelines
- English to Italian Subtitling, Netflix guidelines
- Spanish to Italian Subtitling
- English to Italian Game Localization

DEGREE IN LANGUAGES IN THE INFORMATION SOCIETY (CLICK HERE FOR THE CERTIFICATE)

Tor Vergata University - Tor Vergata, Rome

10/2015 - 05/2019

Degree obtained with a vote of **106/110**; my thesis was about the **Audiovisual Translation**. I focused in particular upon "The case of the fiction Baby, Suburra and the linguistic experiment of Gomorrah". To sum up, I **analyzed** how a subtitler could translate **italian and dialectal terms to english** in order to make them **international** and **accessible** world wide.