

Mert Görkem Önses

📍 Ankara, Turkey ✉ mrtonses@gmail.com ☎ (+90) 05336215663 🌐 in/mertonses 🌐 www.mertonses.com

SUMMARY

English-Turkish translator and game localization specialist with 6+ years of experience in high-end video games (RPGs, strategy, mobile casual, DeFi/Web3). Proven track record in end-to-end localization, LQA, proofreading, editing, and cultural adaptation. Collaborated with industry leaders such as Allcorrect Games and Lionbridge on mobile titles. Additional expertise in software/app localization, marketing materials, transcription and subtitle editing.

EXPERIENCE

Freelance Translator & Localization Specialist

Terra Localizations

January 2025 - Present, Spain

- Provide ongoing freelance translation and localization support for various projects, specializing in the English-to-Turkish language pair.
- Contribute to high-quality deliverables in areas such as video game localization, software, marketing materials, and other content types.
- Collaborate remotely with an international team to ensure linguistic accuracy, cultural adaptation, and adherence to client specifications.

Allcorrect Games

June 2022 - Present, Novi Sad

- Translated and localized in-game dialogue, UI text, and marketing materials to ensure linguistic accuracy and cultural relevance across multiple target markets.
- Reviewed and refined localization quality by collaborating with quality assurance testers and linguistic experts, ensuring game content maintained consistency, clarity, and immersive player experiences across target languages.
- Coordinated translation workflows among cross-functional teams, aligning project timelines and deliverables to ensure seamless integration of localized content within game releases.

Turloc Translation Ltd. & Crewals

May 2021 - February 2024, Turkey

- Translated and localized content for games and software (RPG, strategy, mobile casual, mobile apps, DeFi and Web3 projects) at Turkey-based localization companies.

Freelance Translator/Transcriber

Lionbridge

2022 - January 2024

- Converted audio interviews from gaming tournaments into precise, contextually accurate written transcripts, maintaining fidelity to speaker intent and industry terminology.
- Reviewed and refined translated gaming content to ensure consistency with brand voice and adherence to regional linguistic standards.

Literary Translator

Liberus Yayıncılık & Indie Yayıncılık

Dec 2018 – Nov 2019, Turkey

- I translated "Zima Blue", "Beyond the Aquila Rift" and "Revelation Space" by the author Alastair Reynolds into Turkish.
- I also translated "Liberalism" (1911) by Leonard Hobhouse into Turkish.

- Reviewed and proofread translated manuscripts prior to publication, collaborating closely with editors and authors to ensure consistency in style, terminology, and linguistic accuracy across multiple works.

Translation Intern

Ikarus Tercüme

Dec 2020 – Feb 2021

- I learned about the subtleties of patent documents and how to approach these subtleties in the translation process.
 - Assisted with translations of technical and legal documents, ensuring precise terminology alignment and adherence to industry-specific standards throughout the process.
 - Reviewed and compared multilingual documents to ensure terminology consistency and accuracy in accordance with client specifications and industry regulations.
-

EDUCATION

Bachelor's Degree in Translation and Interpreting (English)

Hacettepe University, Faculty of Letters • Ankara, Turkey • 2016 – 2021

- Focus on English–Turkish translation, localization, and textual analysis.
 - Coursework included translation theory, applied linguistics, and English–Turkish localization practices.
-

SKILLS

Game Localization (UI/UX, Dialogue, Lore, Marketing Texts), LQA (Linguistic Quality Assurance), Proofreading & Editing, Cultural Adaptation & Transcreation, MTPE (Machine Translation Post-Editing).

Tools: Memsource, Crowdin, Trados Studio, memoQ, CAT Tools (Smartcat, Matecat).

Genres: RPG, Strategy, Mobile Casual, Indie, Action-Adventure, DeFi/Web3.

English: LISTENING C2, READING C2, WRITING C2, SPOKEN PRODUCTION C1, SPOKEN INTERACTION C1
