MARIANA RIBEIRO

PERSONAL INFORMATION

Date of Birth   13/11/1997

Nationality   Portuguese

Gender   Female

CONTACT

Email   mariana13mrc@gmail.com

Skype   mariana_ribeiro_

Phone   *(+351)* 910 027 716

Web   linkedin.com/in/mariana-ribeiro-5226bb188

Portfolio   https://sindelah.wix-site.com/portfolio

SOFTWARE (MAIN PROFICIENCY)

Translation
Revision

Translation
Proof-Reading

Twine

Microsoft Word

Microsoft PowerPoint

SOFTWARE (SECONDARY)

Adobe Premiere Pro

Autodesk Maya 3D

Visual Studio Code
Python

Final Draft

ABOUT ME

Highly motivated, ambitious and curious about learning. Striving to improve my areas of expertise and acquire new ones. Outgoing communicator, with customer service and translation services experience.
Future career prospects would include working in video game writing or localisation, language or intercultural communications.

PROFESSIONAL EXPERIENCE

08-2022 Present — **Senior German Content Reviewer at Concentrix**
Porto, Portugal
Currently working with one of the world's biggest microblogging and social networking service. As part of the Legal Policy team I get to work closely with different legal requirements pertaining to the social media platform (involving both the knowledge and application of the EU's Digital Services Act).

12-2023 Present — **Freelance Writer**
Porto, Portugal
Currently working on a fantasy novel (RPG draft) and a joint project for video game - responsible for the character development and narrative crafting.

01-2020 04-2020 — **Home Tutoring Tutor**
Lousada, Portugal
English tutoring (11th grade)
German tutoring (Level A1)

2016-2020 — **Freelance Translator**
Porto, Portugal
Translation and revision of college dissertations, legal documents (PT to EN), and academic/scientific papers.
Some works available online: https://linktr.ee/marianac_ribeiro

EDUCATION

02-2025 — **Precision Content Writing eLearning program**
Online Course @ SmarterU

01-2025 — **Introduction to 3D Design and Modeling with Blender**
Online Course @ Domestika

2020-2022 — **Master's Degree in Multimedia**
Faculty of Engineering of University of Porto, Porto, Portugal

02-2021 06-2021 — **LGP Challenge 2021 - Home Office Edition**
Participation and main Multimedia team coordinator
Faculty of Engineering of University of Porto Porto, Portugal
Acquired team management skills and helped organise and guide a multi-disciplinary team.

2019 Present — **Further Study and Learning of German - B1.2/B2/C1**
Lancaster College, Gaia, Portugal

2016-2019 — **Bachelor's Degree in Applied Languages**
Translation Profile
Faculty of Arts and Humanities of University of Porto, Porto, Portugal

SOFT SKILLS

- Organisation and teamwork
- Communication and support
- Problem analysis and discussion
- Creativity and idea development
- Written and verbal proficiency

INTERESTS

Games (various platforms), cosplaying, baking, cats, storytelling, outdoor activities, anime, manga, and fantasy books. Huge fan of the RPG (Role-Playing game) genre.

Love heavily-packed narrative video games, but all genres interest me, either FPS, MOBA, Horror, Puzzle among others.

MARIANA CARDOSO RIBEIRO

Phone - *(+351) 910 027 716*
LinkedIn - *mariana-ribeiro-5226bb188*
Email - *mariana13mrc@gmail.com*

EDUCATION (CONTINUATION)

2019-2019 ● **Intensive German Language Summer Course**
DAAD - Fachhochschule Aachen
Aachen, Germany

2015-2016 ● **Bachelor's Degree in History** *(1ˢᵗ year)*
Faculty of Arts and Humanities of University of Porto, Porto, Portugal

LANGUAGES

Portuguese — Native
English — C2
German — C1
Spanish — B2

PUBLICATIONS

30 Dec 2023 ● **Design Recommendations for Improving Immersion in Role-Playing Video Games. A Focus on Storytelling and Localisation.** *(View publication)*
International Journal on Interaction Design & Architecture(s) - IxD&A
This article investigates the role of storytelling in video game localisation and its impact on players'
immersion and overall gaming experience.

9 Jul 2023 ● **Exploring the Intersection of Storytelling, Localisation, and Immersion in Video Games – A Case Study of the Witcher III: Wild Hunt.** *(View publication)*
Springer, Cham
Article exploring and analysing the interaction between Storytelling, Immersion, and Localisation, applied to the acclaimed "The Witcher III: Wild Hunt", through a carefully designed case study.

21 Jul 2022 ● **The Art of Storytelling: Its Importance in Video Game Immersion When Paired With Localisation.** *(View publication)*
Faculty of Engineering of University of Porto
A dissertation which intends to explore and validate the importance of storytelling, influenced
by the localisation process, and whether this has an impact on players' immersion, thus affecting their experience in the video game.