



Factsheet

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Introduction

Who are we?

LocWorks is an enthusiastic team of dedicated specialists providing high quality localization, translation and development services to IT companies, game developers and publishers.

What do we do?

With a constantly expanding portfolio of localized commercial and community games and mods, business applications and Web content in all the major Western and Eastern European languages, we are in a unique position to make your next project simpler, quicker and more enjoyable.

Find out more

You will find out in the sections below what we have been up to until now and, more importantly, what we can do for you.

About Us

The Team

The LocWorks team counts over 25 freelance full-time translators, reviewers, software and desktop-publishing engineers. Each one of us has been very busy working in localization for a minimum of 4 years and is a recognized specialist in his or her area. We play video games on a regular basis, so we know our FPSs from our RPGs and our string length restrictions from our string tables, not to mention our Warcraft from our StarCraft.

The Founder

LocWorks is the brainchild of Piotr Burzykowski. After obtaining a B.A. in Law (1998) and a M.A. in Translation (2000) from the Université de Liège, Piotr started out on his fascinating journey in the localization industry. He worked as a translator, project coordinator and project manager for companies such as Seagate Software (currently Business Objects), Simultrans, LionBridge, and Symantec. In 2006, he moved to Poland and set up LocWorks, where he mixes with gusto his extensive experience, his passion for video games and his love of a job well done.

Our Philosophy

We do not...

... outsource your projects to agencies. Your files and your instructions do not travel far and away to unknown parties. They are processed within a stable core team under the direct supervision of the project managers, who do not forward mindlessly the files between you and the translators.

... work with the cheapest translators and reviewers. Dedicated professionals know their worth and we pay them decent rates for their splendid and hard work.

... assume that everything will be grand. We make sure it is. First, by carefully planning out the project and informing you fully of the risks and other important aspects. Secondly, by executing the plan while remaining sufficiently flexible to accommodate new developments. Finally, by delivering what we committed to deliver. And if things go wrong, as they sometimes do in any business, we let you know straight away and we work very hard to fix the problem.

... send essential queries two hours before the delivery of a 120 000 word project.

while we...

... care about our team, our partners and the projects which we take on.

Products and Services

Localization Services

We offer the following localization services:

- full software and documentation translation;
- translation kit preparation;
- linguistic quality assurance;
- documentation review;
- terminology management
- audio recording (Polish only);
- desktop publishing;
- graphic design.

Development Services

We offer the following process and game development services:

- design of localization and content authoring guidelines;
- adaptation and proofing of source materials;
- copy writing of manuals, walkthroughs and marketing materials;
- design of role-playing and adventure scenarios.

Game Genres

We have had the pleasure to work so far on the following game types:

- first-person shooters;
- role-playing games;
- real-time strategy games;
- sport simulations;
- asset management;
- casual games.

Languages

Our translators and reviewers specialize in all the standard Western and Eastern European languages. We have a particularly strong English to Polish, English to Russian and Russian to English team and we have extensive experience preparing English secondary sources from Russian originals to allow a cost-effective translation into French, German, Italian and other languages.

Rates

We base our translation rates on the number of words in your project, whereas reviewing, testing and engineering tasks are charged hourly. The applicable rates depend on several factors, such as the language combination, the project's volume and the subject matter. We are proud to provide a customized service and our policy is to provide a detailed and free quote for each project based upon your individual requirements.

Our Customers

You will find below a selection of developers and publishers who have worked with us to reach an international audience with their products and creations.

Publishers and Portals

Alawar

Binari Sonori

CD Projekt

Cenega

QubicGames

Soggy Melon

Ubisoft

Independent developers

ACE Team

Adam Foster

Lord Games

Mikhail "BuZZeR" Kadikov

studio radiolaris

Our Portfolio

Selection of projects completed since 2006

For CD Projekt (cdprojekt.com)

- Stalker: Shadow of Chernobyl (full localization from Russian into English, design of the manual)
- The Witcher (localization process design, Polish-English terminology/glossary, etc.)
- KidPix (full localization)
- Call of Duty 3 (manual)
- Dark Tower Conspiracy (full localization)
- Yakuza (full localization)
- BASE Jumping (full localization)
- A.I.M. 2 (full localization)
- Braingame (publisher's portal)
- Halo 2 - Xbox (manual)
- Mass Effect - Xbox (manual)
- Crash Jacking (full localization)
- SWAT 5 (full localization)
- Halo 3 (manual)
- Tony Hawk's Playground (manual)
- Winter Challenge (full localization)
- Hollywood Pictures 2 (full localization)
- Campus (full localization)

For Cenega (cenega.com)

- Shrek 3 (mobile game)

For Soggy Melon (soggymelon.com)

- Diner Dash
- Wedding Dash
- Pirate Poppers
- Trijinx
- Rise of Atlantis
- Mysteryville
- Magic Academy

For QubicGames (qubicgames.com)

- Gold Rush
- Break Quest
- Double Dragon 2

For ACE Team (aceteam.cl)

- Zeno Clash

For Adam Foster (hylobatidae.org/minerva)

- Minerva: Metastasis Half-Life 2 mod and website

For Lord Games (ravenholm.wz.cz/english.html)

- Ravenholm Half-Life 2 mod

For Mikhail "BuZZeR" Kadikov (paranoia.level-design.ru)

- Paranoia Half-Life 1 mod

Selection of games localized since 2000 by our senior translation team

- Age of Empires 3
- Beyond Divinity
- Crusader Kings
- Desperados
- Elder Scrolls III
- Empire Earth 2
- Fallout 1 and 2
- Galactic Civilizations
- Gothic 1 and 2
- Heroes of Might and Magic 4
- Icewind Dale 2
- Kingdom Under Fire
- Master of Orion 3
- Neverwinter Nights
- Sacrifice
- Settlers 4
- Spellforce
- Temple of Elemental Evil
- Trainz
- Worms 3D

More Information

Getting in touch is easy. Send us an email, give us a call or leave a voicemail and we'll be back in touch as soon as possible.

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