

# RAFAEL JESUS

TRANSLATOR | DUBBER |  
DEVELOPER

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## EXPERIENCE AND RELEVANT PROJECTS

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### Speaker at the University of Aveiro (Nov. 2023)

Presentation on Artificial Intelligence, covering fundamental concepts, applications, ethical issues, and opportunities, with a Q&A session and workshop.

### Localization of the Videogame *Super Mario Odyssey* (2024)

Thesis project: full localization of the game into Portuguese, awarded a final grade of 18/20.

### Winx Adventure (2025–Present)

Creator and lead programmer of a 3D virtual MMO game in Unity inspired by *Winx Club*. I develop the C# code, gameplay, and assets, while also handling localization into Portuguese, English, Spanish, and German, and coordinating with international teams for Italian, Russian, and Turkish versions.

### Winx Club Online (2021–Present)

Creator and manager of *Winx Club Online* and its multilingual localization. I work with HTML, CSS, JavaScript, PHP, WinSCP, and also the

## EDUCATION

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### IEFP Training: E-marketing and Advertising (2025)

200-hour professional course focused on advertising and digital marketing.

### University of Aveiro (2022–2024)

Master's Degree in Specialized Translation

### University of Aveiro (2019–2022)

Degree in Translation

### António Sérgio Secondary School (2015–2019)

Languages and Humanities

## COMPETENCES

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- **Translation and Localization**  
Cultural adaptation, terminological consistency, and proofreading.
- **Subtitling and Dubbing**  
Timing synchronization, required formatting (including colors); distinct voices ranging from serious to comedic characters.

backend (servers, databases, and security), ensuring a stable, functional user community.

### **Code Lyoko Beyond (2016–Present)**

Creator, writer, and lead of the project’s narrative “bible,” managing subtitles in multiple languages (including English, Portuguese, Spanish, and German). I also participate as a voice actor and narrator in the original Portuguese version and collaborate on the audiovisual side as an animator and SFX/VFX artist.

### **I.F.S.C.L. (*Interface Fictional Simulator of Code Lyoko*) (2015–2018)**

Translation and localization of the game into Portuguese, adapting cultural references, idiomatic expressions, and context to create a natural experience. I collaborated with the lead developer to refine linguistic elements, suggest improvements, and maintain consistency throughout updates.

- **Project Management**  
Planning, prioritization, meeting deadlines, and coordinating with international teams.
- **Writing and Storytelling**  
Narrative development, documentation, and creative writing.
- **Development and Web**  
HTML, CSS, JavaScript, C#, and PHP; maintenance of websites, databases, servers, and security.
- **Video Games and Unity**  
Creating systems and mechanics, content integration, and testing.
- **Personal Skills**  
Quick learner, autonomous, detail-oriented, and strong communication skills.