**dr Carmen Mangiron (Spain)**

Universitat Autònoma de Barcelona

Carmen Mangiron, PhD, is a lecturer and a member of the research group TransMedia Catalonia at the Universitat Autònoma de Barcelona (UAB). She is the Chair of the MA in Audiovisual Translation and has extensive experience as a translator, specializing in software and game localization. Her research interests include game localization and game accessibility. She is co-author of Game Localization: Translating for the Global Digital Entertainment Industry (O’Hagan and Mangiron, 2013), one of the editors of Fun for All: Translation and Accessibility Practices in Video Games (Mangiron, Orero & O'Hagan, 2014) and the main organizer of the Fun for All: Translation and Accessibility in Video Games and Virtual Worlds Conference, which started in 2010 and runs every two years.

**dr Magdalena Dombek (Poland)**

Lionbridge Poland

Graduate of Dublin City University, where she completed her PhD thesis on Facebook crowdsourcing, dr Magdalena Dombek has worked as Language Lead and currently holds the position of Language Technology and Process Specialist at Lionbridge Poland dealing with areas such as support of language processes, development of corporate language technologies, testing and development of tools and innovations as well as design and development of new translation services and solutions.

**Tabea de Wille (Ireland)**

University of Limerick

Tabea De Wille holds an MA (Magister Artium) in German and English Linguistics from the University of Erlangen-Nürnberg in Germany and an MSc Multilingual Computing and Localization from the University of Limerick in Ireland. She has held different positions in video games localization and is currently conducting PhD research at the University of Limerick with a focus on perceived quality in the context of crowdsourced localization.

**David Filip (Ireland)**

Oasis, ADAPT Research Centre (Trinity College Dublin), Multilingual magazine

David Filip is Chair (Convener) of OASIS XLIFF OMOS TC; Secretary, Editor and Liaison Officer of OASIS XLIFF TC; a former Co-Chair and Editor for the W3C ITS 2.0 Recommendation; and co-moderator of the Interoperability and Standards WG at JIAMCATT. He has been also appointed as NSAI expert to ISO TC37 SC3 and SC5, ISO/IEC JTC1 WG9, WG10 and SC38. His specialties include open standards and process metadata, workflow and meta-workflow automation. David works as a Research Fellow at the ADAPT Research Centre, Trinity College Dublin, Ireland. Before 2011, he oversaw key research and change projects for Moravia’s worldwide operations. David held research scholarships at universities in Vienna, Hamburg and Geneva, and graduated in 2004 from Brno University with a PhD in Analytic Philosophy. David also holds master’s degrees in Philosophy, Art History, Theory of Art and German Philology.

**Anca Marica (Romania)**

Ubisoft  
Anca Marica is a localization professional with six years of experience in the video games industry. She has held various positions within the Ubisoft localization department, from the quality control localization team lead to project manager. Currently, Anca is handling localization quality topics, process improvement and vendor management, working closely with localization project managers to ensure localized games meet Ubisoft standards. She holds a BA degree in foreign languages and literatures, a MA in international studies and a MS degree in project management.

**Denis Ulybin (Germany)**

Anakan GmbH  
Denis Ulybin comes from Kiev, Ukraine. He studied Slavic Philology in the University of Szczecin and did Masters there on Sasha Sokolov, a Russian postmodern novelist. Since then he’s been working as a freelance and in-house translator in several fields. Denis has been a PC gamer for the better part of his life, and after moving to Berlin in 2011 he focused on video game localization, working with local publishers and translation agencies in many different roles from LQA to project coordination. Since 2014 managing translation of various gaming titles in Anakan, a video game localization agency located in Kreuzberg, Berlin.