**dr Carmen Mangiron (Spain)**

Universitat Autònoma de Barcelona

Dr Carmen Mangiron is currently a lecturer and reseracher at the Universitat Autònoma de Barcelona, where she is researching on media accessibiliy in the Centre for Accessibility and Ambient Intelligence of Catalonia. She also teaches game localisation in the online postgraduate courses in audiovisual translation run by the Universitat Autònoma de Barcelona (UAB) and the Universitat of Vic (Barcelona). She has participated in several international conferences and has extensive experience as a translator, specialising in software and games localisation.

**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. After her studies, she lived in the UK, Belgium and Iceland where she held different positions in video games localisation. She has recently submitted her dissertation for the MSc Multilingual Computing and Localisation and has now joined the LRC in Limerick to do a PhD within CNGL II, where she examines quality in relation to the Rosetta Foundation’s Translation Commons.

**David Filip (Ireland)**

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

David Filip, previously affiliated with University of Limerick, W3C and Moravia IT, is currently a methodology specialist at ADAPT Research Centre. His interests cover advancing maturity of the L10N industry by applying mature Program and Process Management Methodologies, optimizing processes and making technology serve the business needs. This involves subjects such as interoperability standardization as industry wide and cross-industry body of wisdom management, business process management, process analysis, modeling, optimization, and automation as well as set up and analytics of collaborative workflows in high-tech environments.

**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.