

THOMAS SCHINAS

TECHNICAL DESIGNER

PROFILE

A technical designer with 4 years experience in localization and release management, where I learned to solve complex problems and deliver on tight deadlines. Currently finishing my studies at Futuregames through an internship at TTK Games, I am experienced in Unreal Engine and Unity and excited to continue learning game design.

 tomschinas@gmail.com

 072 226 93 68

 [LinkedIn](#)

 [Portfolio](#)

SKILLS

Game Engines Unreal Engine, Unity

Languages C#, Angelscript, C++

Tools Jira, Perforce, Miro, GitHub, Office Suite, DrawIO, GIMP

LANGUAGES

English Native

Japanese Fluent (N1 Certified)

Swedish Beginner

OTHER

Japanese Language Proficiency Test N1

Game Design Class Representative

[My shipped titles](#)

PROFESSIONAL EXPERIENCE

Technical & Systems Designer Intern

TTK Games 2025-

Stockholm, Sweden

- Prototyped, implemented, and iterated on gameplay components
- Analyzed and refined existing gameplay components
- Worked closely with leads and directors to execute on the game vision
- Attended and organized company-wide playtests to gather feedback
- Participated in brainstorming, identified and tested issues, and created feature documentation

Localization & localization project management

Dragonbaby LLC. 2022-2024

Freelance

- Became the authority on one shounen manga IP to ensure a faithful translation and a correct internal glossary
- Established a framework for offering CERO age ratings services
- Successfully led teams in the translation of three titles

Localization & release team lead

Oizumi Amuzio Inc. 2021-2022

Tokyo, Japan

- Brought on three new staff and trained them
- Ran weekly meetings to assess timelines and address blockers
- Improved scheduling through new project management tools
- Successfully oversaw the release of 18 titles with minimal delays

Localization & release coordinator

Oizumi Amuzio Inc. 2020-2021

Tokyo, Japan

- Standardized company practices by codifying CERO age ratings, TRC & Guidelines, and internal LQA processes
- Increased revenue by assisting in new title acquisition
- Assisted team in researching Playstation and Nintendo platforms, resulting in smoother releases and forging lasting connections

English operations manager

Sega Games, 2019-2020

Tokyo, Japan

- Translated all game-related text from Japanese to English for the highest grossing mobile game (released 2016) in the company.
- Organized a full-scale revision of game text, improving DAU by standardizing English in-game terminology
- Increased user satisfaction scores by adhering more diligently to existing IP
- Played the live game religiously to understand the product and ensure quality

Freelance Translation

Self Employed 2015-2019

Freelance

EDUCATION

Game Design

Futuregames Stockholm, Sep. 2023 -

Specialization: technical and systems design

Japanese Language Studies

Fukuoka Foreign Lanugage College, April 2016 - April 2018

Fukuoka, Japan

Study Abroad

Kansai Gaidai University, Jan. - Dec. 2013

Hirakata, Japan

Bachelor in East Asian Studies

Central Connecticut State University, Aug. 2010 - May 2015

New Britain, Connecticut, USA