Clement Martin

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Freelance Translator

Literary & Technical Translation English -> French Member of the ATLF and ATAA

Clients

Publishing Payot & Rivages

Le Novelliste/Flatland Editeur

Editions Skira Paris

Localisation Warlocs (localisation collective)

acte zéro (narrative design agency)

<u>Museums</u> **EPFL-Pavilions, Lausanne, Switzerland** (exhibition catalogues & labels)

Passerelle, contemporary art center, Brest, France (exhibition labels)

Universities EHESS, Paris (research articles, history)

Université Sorbonne Paris Cité (research articles, visual arts)

Audiovisual Miroslav Pilon, Lyon (voiceover script)

Other work experience

Since Copy reading for Payot & Rivages: September Reviewing manuscripts in English 2021 Writing short reviews for editors March-

Intern at Rivages Noir (Payot & Rivages's noir & thriller imprint):

September Translation reviewing & copy reading

2021 Copy reading & reviewing manuscripts in French & English

2015-2021 Secondary school teacher at Charles de Gaulle high school (Rosny-sous-Bois, 93110)

Teaching assistant at Paris Diderot University 2012-15

British history classes (BA-level)

2009-10 Language teacher at Nottingham University

Conversation and grammar classes

Education

2020-21	Master's Degree in Literary Translation (Université de Paris)
2012-15	Doctoral contract awarded for the preparation of a PhD on British history of ideas at Paris Diderot University (PhD incomplete)

Secondary-school teaching degree (Agrégation) at Paris Diderot University
Secondary-school teaching degree (CAPES) at Paris Diderot University
BA in English Studies at the Versailles Saint-Quentin-en-Yvelines University

Skills & Interests

Language French: native proficiency

English: bilingual proficiency Spanish: elementary proficiency

<u>Software</u> Office software (Word, Excel, PowerPoint/OpenOffice)

Specialised word-processors (Scrivener, Twine, Ink...)

Image editing (Adobe Photoshop/GIMP)

Video editing (Adobe Premiere/DaVinci Resolve)

<u>Interests</u> Reading

Fiction: literary & genre fiction (SFF, crime, etc.)

Non-fiction: social sciences (history, philosophy, gender studies...),

Writing (short stories, interactive fiction using ink & Twine)

Video games (practice, analysis, and development using Godot, Unity, Game Maker...)

Basic programming skills