



Skywind Application

TESRenewal Username: Cortanium

Country of Residence: United States of America

Timezone: UTC -06 (Central Time)

Interested in: Animation,Coding/Scripting/Mechanics,Implementation into other platforms (et. Arch L:linux ARM, FreeBSD)

Level of Commitment: Highly active

Skills and Experience: As you can see, I check off Animation and not 3D Modelling. This may be strange, but the answer is simple. When I took a 30 Blender hour course on it on Udemy, the instructor taught us only about rigging, and nothing of 3D Modelling. I have tried 3D Modelling in the past, trying to see what kind of character or monster I can create, but have failed. However, if presented with a 3D Model, I can rig and animate it to the best of my knowledge, but I can not 3D Model. I have learned C++, OOP in C++, and a little bit of SDL2. I meant originally to create a game with the knowledge of SDL2, but failed terribly and it was too much of a burden. I think that taking part in a project and having work assigned to

me bit by bit would be the best way, in my experience, to achieve the goal of making a game, or helping create a game. I have dabbled in many linux distrobutions and know my way around them (Except Ubuntu. Bloatware.) And I have learned some of architecture that I helped port Minecraft PC Edition to the Raspberry Pi 2 through ARM. I know an easy way to port this game to ARM, if you use OpenGL, as you can go and use a program that converts OPENGL context to OPENGL-ES and is a bit laggy, but serves it's purpose well. I would love to help make this happen, since my love of TES has been since ever since I was a child. I would love to make this a reality, but all in all -

"It's not the destination - it's the journey."

My first Proof of Skill is the one when I first accomplished getting Minecraft to run using the new VC4 driver and some third party software. It ran on a Raspberry Pi 2, Arch Linux ARM, XFCE Desktop Manager.

My second Proof of Skill is the first rigging I did when on the Udemmy course. The instructor provided a download link for a chicken he had made, and challenged us to rig it according to his tutorials. In his tutorials he never rigged the chicken, he rigged bipeds and humans, all whilst wanting us to apply the same to our model chicken.

Thank you for considering my application,

Cortanium

Proof of Skill(s): <http://postimg.org/image/48zi0v6jf/>

Proof of Skill(s): <http://postimg.org/image/aiivboa1n/>

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