



Skywind Application

TESRenewal Username: egil tordengren

Email Address: egiltordengren@gmail.com

Skype Username: egil.tordengren

Country of Residence: Sverige

Timezone: UTC +01

Interested in: Coding/Scripting/Mechanics

Level of Commitment: Moderately active

Skills and Experience: C++, C#, lua

3d Engine coding, hlsl shaders, high level AI systems, agent behaviours, player mechanics, physics programming

Didn't do any skyrim/CK/papyrus mods on my own but have been modding bethesda games forever and know my way around user side modding

The game assembly, malmo, sweden, 3 years vocational game programming school

worked on AI for fatshark's Warhammer End Times: Vermintide

Proof of Skill(s): <http://egiltordengren.se/>

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