



Skywind Application

TESRenewal Username: Lindsay4410

Country of Residence: USA

Timezone: UTC -08 (Pacific Time)

Interested in: 3D Modelling, Landscaping

Level of Commitment: Somewhat active

Skills and Experience: I am a professional artist for Blizzard Entertainment on the Overwatch team. I am looking for something fun to do on weekends periodically. Since I have a full-time job, I can only offer a few assets from time to time. That said, I am a big fan of what you are doing here and I recently saw your teaser on PCGamer. I would like to contribute to this project. Oblivion changed my world as a gamer, and I love the idea of giving back to this game.

I have experience with Maya, Zbrush, Photoshop, Crazybump, XNormal, 3d Coat, Mudbox, Headus UV, and Knald. I mainly work in a PBR pipeline, but I am able to work in a specular workflow as well. I am also able to provide

feedback/critique, and suggestions for streamlining a pipeline.

Proof of Skill(s): <https://www.linkedin.com/in/lindsay-johnson-b85b0150>

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