



Skywind Application

TESRenewal Username: Malgarroth

Country of Residence: United Kingdom

Timezone: UTC (00)

Interested in: Quality Assurance

Level of Commitment: Highly active

Skills and Experience: Professionally I have worked in Quality Assurance for a little over a year with IPS Culina. This has been in an industrial setting as opposed to software development, however I have been a very active and diligent beta tester for many games over the years. Much of this was before the recent "buy a beta" thing that developers do these days.

Largely I've closed-beta tested MMOs and online games such as Rift: Planes of Telara, Starcraft II, Diablo III, several World of Warcraft expansions and The Elder Scrolls Online.

I've also actively contributed feedback and real world testing to the latest

version of Vision my company's warehousing operating system before my position as Quality Assurance Assistant.

I understand the philosophies behind QA and the attention to detail required to ship a consumer-ready product.

Skyrim was notoriously buggy at launch and so (like Morrowind and Oblivion before it) I became very acquainted with Skyrim's console commands very early on after release. To the point where the experience is somewhat diminished by the knowledge of what goes on behind the scenes and how to manipulate the game to my desires.

I was pretty much obsessed with Morrowind from the time of its release up until the release of Oblivion a few years later. I spent my late childhood/early teens exploring that game inside and out. I am extremely familiar with OG Morrowind.

If selected to help you guys with QA, such is my desire to explore the work you guys have done that I would happily spend several hours a day, either before or after work, soaking up every inch of the mod that I can. I would diligently and concisely write up any relevant issues and feedback in whatever format you deem easiest to digest. I will happily do my damndest to break the game as and where I can and also repeatedly load saves to reproduce bugs as and when they are encountered. I will even use the vorpX driver to see what (if any) issues arise when trying to play in VR.

My proof of skill simply demonstrates my ability to use language and communicate. Proof of past beta tests is difficult to produce as I no longer have the files where I recorded my issues and beta forums for these games are closed.

Proof of Skill(s): <https://chadmucklow.wordpress.com/>

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