



Skywind Application

TESRenewal Username: pieohpah

Country of Residence: United States

Timezone: UTC -06 (Central Time)

Interested in: Coding/Scripting/Mechanics,Landscaping,Music

Level of Commitment: Somewhat active

Skills and Experience: Coding: I'm a professional C# developer with almost 20 years of experience in the industry. I don't have any publicly available mods for Skyrim, but I do have personal mod projects that I work on for my own entertainment. I included a link to GitHub for a sample of some of the basic scripting I've done with Papyrus. It's for a mod I'm working on that attempts to recreate a very old game I played on the Commodore 64 called "Alternate Reality: The City" I've re-created the entire maze-like city in the CK. So far it's just walls and a handful of points of interest. My main focus right now is to re-create some of the game mechanics. It's not set in the Elder Scrolls universe and so there are some things I want to completely take over. For instance, I have a script that

strips the player of all spells and shouts, and does not allow them to be equipped or cast. Spells are very rare in The City and will be tightly controlled later on.

Music: I play keyboards. Piano, organ, analogue synths, digital synths. I have 'home studio' level music production software and hardware.

The SoundCloud link in the Proof2 field contains songs from one of the bands I was in. It's not just me writing and recording all of that. :)

Proof of Skill(s):

<https://github.com/joekolodz/SkyrimModAlternateRealityTheCity>

Proof of Skill(s): <https://soundcloud.com/trading-brains>

Proof of Skill(s):