



Skywind Application

TESRenewal Username: tejon

Country of Residence:

Timezone:

Interested in: Coding/Scripting/Mechanics

Level of Commitment:

Skills and Experience: I started modding in the late Morrowind era, and hit my prime with Oblivion. My first mod was nGCD, a spiritual successor to GCD for Morrowind (with Galsiah's blessing) and technically the first smooth leveling mod released for Oblivion, though my first attempt was honestly garbage and KCAS took the spotlight. But I learned from mistakes and kept improving it, and it wound up being work I'm proud of to this day, and I still get people contacting me about it (one this month, in fact). I've had mods included in bundles for both Morrowind and Oblivion, including OOO where my player-scripted Lock Bash Omega recently replaced their older container-scripted implementation.

The mods I really want to highlight, though, are a couple that got a bit less attention: Birthsigns Expanded, and TRAP (tejon's Racial Adjustment Package). nGCD was really just getting numbers out of the way so I could play the game instead of the system, but these two were truly creative works, and their design involved deep lore dives. Both were built on two core principles: 1. these character-defining choices should change the whole game experience, not just a few numbers; and 2. there should be no such thing as a bad or wasteful build, i.e. every birthsign and race should be useful with (and not overshadow) every combination of skills the player might try.

Those two points have remained core to my game design philosophy ever since, and my ability to execute on them is the biggest thing I have to offer. I've made a few Skyrim mods, but initially I didn't have nearly as much time available for it, and later on most of the things I might have liked to do were already well-covered (the majority by Enai Siaion, haha). But here, with a clean slate and the guiding inspiration of one of my all-time favorite games, I see a chance to build something great. I'm not really applying as a coder; I code as a necessity, but what I want to build is a character system, from core mechanics up to specific abilities.

Proof of skills 2 is my public github; the vast majority of my recent work is on a private repository but does show in my contribution activity. Proof of skills 3 is the website I work for; I am half of the backend team, since late 2015.

Proof of Skill(s):

<https://www.nexusmods.com/users/45898?tab=user+files>

Proof of Skill(s): <https://github.com/tejon>

Proof of Skill(s): <https://www.slant.co/>