



Skywind Application

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Country of Residence: United States

Timezone: UTC -06 (Central Time)

Interested in: Coding/Scripting/Mechanics

Level of Commitment: Moderately active

Skills and Experience: I have been coding with java for 2+ years both self taught and through school, won awards in UIL competitions for java and have spent around 6 months working on projects regarding the game Minecraft like plugins for servers and such, including doing work with/ for others in the process. Currently I don't have any other programs to work on so this is a great opportunity for me dive head first into a new project.

One thing that may separate me from other people who only know java is that I understand object oriented programming and have utilized it in most

of my code. To be honest, I've never worked on something this big and have never worked with Papyrus but I'm willing to learn as quickly as possible and it wouldn't take me too long to become fluent enough for useful code.

I've been looking for a new language to learn and expand my skills and this is definitely a great incentive for me to do so. I am willing to do more boring work as well, or maybe even help conceptualize code until I am fluent enough with papyrus myself... anything I can do to contribute to the game.

Most of my programs were located on an older computer and when I got a new one I didn't transfer most of them so below I have attached a pic of some original code for one of my shorter minecraft plugins that I found laying around my dropbox to at least prove that I have original code.

Proof of Skill(s): <http://i.imgur.com/JXA4FKY.jpg>

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