



Skywind Application

TESRenewal Username: diego

Country of Residence: Germany

Timezone: UTC +01

Interested in: Landscaping

Level of Commitment: Somewhat active

Skills and Experience: I am working as a junior level designer in the industry and did mostly mission and encounter design. Now I want to add more level art related things to my skill set. Working on a real project is way more motivating and also forces me to stick to technical and design boundaries to keep the levels playable. I have also scripting and a bit of coding experience (C# Unity), but I have not looked into the Skyrim stuff yet. Usually I pick up the basics very fast when I dig into new technology or toolsets. 3D authoring software and Photoshop are known. The most challenging part when creating the test cave was get an overview about the available assets and find a suitable one. I really enjoyed Skyrim and played Morrowind when I was a young teen.

Proof of Skill(s): <https://goo.gl/photos/Sm2259LqYRHizc6E7>

Proof of Skill(s):

<https://drive.google.com/open?id=0B79w83n2RzJNYzRrY3dzR3poM0E>

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