



Skywind Application

TESRenewal Username: Josh21x

Country of Residence: United States

Timezone: UTC -05 (Eastern Time)

Interested in: 3D Modelling,Coding/Scripting/Mechanics,Voice Acting

Level of Commitment: Somewhat active

Skills and Experience: I've been a solo hobbyist game developer for about two years now. I'm used to using the unity engine, c# scripting, which is object oriented and I saw that papyrus is similar, so I don't think the transition should be too crazy. In terms of accomplishments in code, my greatest feat would probably be a fully functioning inventory similar to mmo style games like World of Warcraft, I'm not familiar with scripting any Bethesda games though, and there will be an obvious learning curve that will take time. I'm not sure how much to write here, but may as well write a lot, what you can expect from me, what I'm expecting, ect, if you guys happen to want me to join. Names Josh, 19, highschool drop out, working on ged, very bored lately, wanted to get into modding, because

solo game development is boring as sin, and just as hard. I also wanted a chance to work with people as well, thinking about a job as a game development, wanted some concept art to work with for my models, as my concept art skillset is abysmal. I saw the latest developer update of the skywind mod and saw a chance. I've just made a Deviant art profile and included a link. I ended up just quickly taking print screens of some of my models in Blender. I do genuinely think that I have improved a lot though, and especially if I have the quality control of other people needing the models, then I'd try to spend more time on them. There's also the fact that good concept art should really help as opposed to just winging it. I'm not too sure how much I can help, or how often, but I think I'd really like a try and hopefully I can give something to prove my worth to the project, short or long term. I don't think I'll be as committed as most of you on here, this isn't my passion for the best Skyrim mod or anything like that. It's more of boredom and getting experience working with a group of people on a similar ideal/concept to actual game development. Regardless, I do enjoy that kind of stuff so I hope I don't sound like too much of a robot. Beep boop bop. Hope to hear soon, and see how things plan on!

Proof of Skill(s): <http://josh21x.deviantart.com/gallery/?catpath=scrap>s

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