



Skywind Application

TESRenewal Username: KillerLlama28

Country of Residence: United States

Timezone: UTC -05 (Eastern Time)

Interested in: 3D Modelling

Level of Commitment: Moderately active

Skills and Experience: I have been working with 3D programs such as Blender for a few years, but when entering college I learned how to use Maya and 3DS max. I am better suited to Maya than anything, but if needed I can use max, I am really quick to learn if there is something I don't know how to do. I have basic texturing skills in photoshop. but I can texture quite well in Substance painter. I can produce High poly meshes, even include fine detail in zbrush and retopologize them very easily. I am still in college so my time is rather limited, but I'd love to use this as experience building and perhaps add something like this to my portfolio when looking for a job after school. I am willing to perform any tasks given to me to the best of my ability. I am dedicated, able, and ready to get

started if you are willing to have me on the team.

Proof of Skill(s): <https://www.artstation.com/artwork/Kg5LR>

Proof of Skill(s): <https://www.artstation.com/artwork/6eVxw>

Proof of Skill(s): <https://www.artstation.com/artwork/v0dxY>