



Skywind Application

TESRenewal Username: Kirkeyressa

Country of Residence: Canada

Timezone: UTC -05 (Eastern Time)

Interested in: 3D Modelling, Rigging, to save animators some time. And texturing

Level of Commitment: Somewhat active

Skills and Experience: I am 3D artist with 3 years of extensive experience (College diploma, and recently finished 1st year of university). Most of my love goes towards 3D modelling, textures and rigging.

I can modelize, texture and\or rig pretty much anything! So any "unfun" jobs people never want, I can do (yes, including texture tiling with normal maps!). I use Maya, Photoshop, Zbrush and have poked around in the CK a bit.

Speaking of video game engines, I also have been constantly taught the

importance of file optimization for both 3D and 2D files, so that won't be a problem with me. I also dug around in Skyrim's files, as mentioned above, so I can handily consult them as a reference to keep the style consistent.

I freely admit that am a recent Elder Scrolls fan, and mostly only played Skyrim (of which I played a lot...), but I don't shy away from playing the previous two installements when I can. That being said, I simply adore Skyrim and the Dragonborn expansion and would love to bring even more of Morrowind into the newer game!

Since I have a job and school, I won't be as active as I would hope, but I can be given a task or two no problem!

Proof of Skill(s): <http://lizardorm.wix.com/portfolio#!portfolio/cm8a>

Proof of Skill(s):

https://www.dropbox.com/s/7diyc7k34bg1edt/homestuck_weapons_for_skyrim.jpg?dl=0

Proof of Skill(s): <https://vimeo.com/128808328>