



Skywind Application

TESRenewal Username: LtSheitzah

Country of Residence: USA

Timezone: UTC -05 (Eastern Time)

Interested in: 3D Modelling, Animation, Texturing / Surfacing (Substance Suite)

Level of Commitment:

Skills and Experience: Texturing (Stylized and realistic), Substance Suite (B2M, Substance Painter, Substance Designer), UVing (more than fine doing this and experience with Headus), 3D Modeling, Rigging (little to no experience Weight Painting, so mainly Robot like assets), Maya, Animating (below average character modeler, greatest strength is animating "robotic" or limited weight painted mesh), Photoshop, Illustrator, Unity, Most noteworthy experience is my game Astral Raiders where I UVed every asset, full pipelined 4 of the major assets, and assisted texturing, rigging, animating, modeling, and importing into Unity when needed (I touched every asset beyond UVing).

Proof of Skill(s): <http://ethankoltzgamedesign.com/>

Proof of Skill(s): <https://www.youtube.com/watch?v=7BfhGForYe4>

Proof of Skill(s):