



Skywind Application

TESRenewal Username: MVanKleeck

Country of Residence: United States of America

Timezone: UTC -06 (Central Time)

Interested in: Sound Effects

Level of Commitment: Highly active

Skills and Experience: I have provided a link to my portfolio, which contains a couple examples of my sound design work. I have experience running ADR and Foley sessions for films both live action and animation, and I've taken music theory courses in an attempt to bolster my knowledge of music and its role in film and video games. I am proficient in several DAWs such as Pro Tools, Ableton, and Studio One and I've also recently become proficient in Wwise and FMOD as I understand those are common game audio integration platforms in the industry. I have extensive experience mixing in mono, stereo, and 5.1 surround.

While I have never used Creation Kit, I'm assuming that the process for

implementing audio is fairly similar to that of Wwise or FMOD. If that is the case, I would be willing to not only design sounds, ambiences, and cast voices for the mod, but I would also be willing to begin learning audio implementation with Creation Kit and contribute with the audio implementation process of development.

Please let me know what you think, I would love to be able to contribute! I feel as though I have a lot to bring to the table.

Proof of Skill(s): <https://vimeo.com/user48963702>

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