



Skywind Application

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Country of Residence: 'Merica

Timezone: UTC -05 (Eastern Time)

Interested in: Sound Effects

Level of Commitment: Highly active

Skills and Experience: Currently enrolled in Omega Studios School of Recording Arts & Sciences in Rockville, MD. I know about all stages of Audio Processing, Mics, Recording, Mixing, Mastering, MIDI, multiple DAW's, you name it.

Regrettably, I am still lacking in any real world experience. I don't have the resources available to me to do any sound design on my own, I'm currently job hunting with intention of saving enough money to buy a solid audio interface, a field recorder, some solid mics, ProTools 12, etc.

I am currently working my way towards becoming an Avid certified Pro Tools expert, which if all goes well I'll become one by the end of June.

My primary DAW at the moment is FL Studio 12, although once I get ProTools that will quickly become my go to DAW.

So at the moment, I'd be able to create sounds that would meet the standards of such a high quality project, but at the moment I'd love to do anything I can related to implementing the sounds through the construction kit, or any other projects I'd be able to do. I've dabbled enough with TES construction kits in the past to have some idea of what I'm doing, and I've read the Skywind SFX google document so I have a solid idea of what I'd be doing.

Apologies for not being able to do more, unable to provide any proof of my skills, and for writing out my skills as if it was an essay. Morrowind was the first game I ever truly loved, and I still play it regularly to this day. To help make this project a reality would be a dream come true.

Thank you for taking the time to read this and I look forward to helping out in any way I can!

Proof of Skill(s): <https://i.ytimg.com/vi/TwNb53uuSVc/maxresdefault.jpg>

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