



Skywind Application

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Country of Residence: United States

Timezone: UTC -05 (Eastern Time)

Interested in: Coding/Scripting/Mechanics,Landscaping

Level of Commitment: Moderately active

Skills and Experience: I'm a computer science student with a fair amount of programming work under my belt. Almost all of it has been game-related in some way. Last year, a group of friends and I wrote an engine similar to Wolfenstein3D's in C++ using the SDL2 library. I've also worked on and off on a Metroidvania style game using C++/SDL2. As far as languages are concerned, I'm familiar with C++, Java, Javascript, and Python. My knowledge of C++ is due in part to some light modding I used to do in Valve's Source Engine. I am capable of writing scripts and wiring them together with a map editor, as I used to make Half-Life 2 custom

maps and levels and, more recently, maps for Counter-Strike: Global Offensive. I aspire to work in the video game industry and being involved even in a small way in a project like this would be a dream come true. I don't have any cat pictures lying around at the moment for the proof of scripting ability, but I will include a link to some screenshots of old maps of mine as proof for the "Landscaping" area of interest.

Proof of Skill(s): <http://imgur.com/a/foL5D>

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