



Skywind Application

TESRenewal Username: skyliner

Country of Residence:

Timezone: UTC +03

Interested in: Coding/Scripting/Mechanics

Level of Commitment: Moderately active

Skills and Experience: I know a little c/c++ and have used some python and ruby. I enjoy programming and solving difficult problems; I would love to do it for a living if I had any talent.

I'm competent with the creation kit and construction set, given the many hours I've had to spend on it, modding. But I find it a hindrance more than a help; I'd much rather do everything from script if it were possible.

I guess I'm proficient in both papyrus and "oblivion script". They're pretty simple scripting languages. Papyrus is infinitely more interesting though. I recently started dabbling in w3scripts, now that is a fun language. Feels

like mix of java and c#, having a blast so far.

But anyway, I digress. I'm posting my nexus profile link below, you can see my mods there. Also, I guess this is the most recent c++ code I've posted online. I can probably dig up something more contemporary.

<https://github.com/skylineR390/Sub-Hunter>

Proof of Skill(s):

<http://www.nexusmods.com/games/users/563698/?tb=mods&pUp=1>

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