



Skywind Application

TESRenewal Username: SpeedyB

Country of Residence: Canada

Timezone: UTC -05 (Eastern Time)

Interested in: 3D Modelling, Landscaping

Level of Commitment: Somewhat active

Skills and Experience: Creation Kit. Have used all Bethesda's editors from Morrowind to Fallout 4

3D Modelling and texturing (can model and texture architecture to better than Skyrim standard, not as good with organics/armor)

Can write code as well (Haven't used Papyrus but could learn it without trouble)

Have made several mods for Oblivion and Fallout 3. Have also made personal mods for Fallout NV and Skyrim.

Worked on the old Sheogorad Oblivion project with Phitt.

Made Fallout Street Lights

Made a modder's resource for Fallout New Vegas (My current standards are much better then back then)

Proof of Skill(s): <http://www.nexusmods.com/fallout3/mods/8069/>

Proof of Skill(s): <http://www.nexusmods.com/newvegas/mods/39551/>

Proof of Skill(s): <https://www.youtube.com/watch?v=2kGOLui6q5A>