



Skywind Application

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Country of Residence: the Netherlands/United Kingdom

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Interested in: 3D Modelling,Coding/Scripting/Mechanics,Landscaping

Level of Commitment: Moderately active

Skills and Experience: I have some experience with 3D modelling, primarily in Autodesk 3DS Max. Before I have been working on Osgiliath and some other areas for the MERP team. Of course that also means that I can work with Nifskope and the like.

In addition I have quite some experience with scripting and quest building in the Oblivion construction set (I was working on a mainquest sidemod for Morroblivion), I am not sure how relevant that is for the Skyrim creation kit. However I did really enjoy it and am a vast learner, so if it

would be possible to work on quests that would be my favorite department.

Lastly, I have made many mods for Morrowind and Oblivion in the past and currently also for Skyrim, so I more or less know my way around the Creation Kits and the like,

Proof of Skill(s): <http://www.nexusmods.com/oblivion/images/51545/>?

Proof of Skill(s): <http://www.nexusmods.com/oblivion/images/51544/>?

Proof of Skill(s): <http://www.nexusmods.com/oblivion/mods/19132/>?