



Skywind Application

TESRenewal Username: Urkenstaff

Country of Residence: Sweden

Timezone: UTC +02

Interested in: 3D Modelling, Animation, Concept Art, Main: 3D Modelling

Level of Commitment: Moderately active

Skills and Experience: I have been studying game design and graphics for 3 years at Upsala University in Sweden, this has left me with major theoretical knowledge concerning game design and computer graphics. Specifically, I learned 3D character and prop modeling, character animation and rigging, and conceptualization, all taught by industry veterans. In addition, I've participated in several game projects during this time, which has given me some development experience, and got me used to common industry pipelines.

On top of my studies, I've also learned to sculpt in ZBrush and implement it into my 3D pipeline. I've been generally active as an artist all my life,

both digitally and analogically.

Note: Unfortunately the 3D section of my portfolio is quite small at the moment. If there's something you need to see from me that you can't find in my portfolio, or if it's just not enough, please tell me and I'll compensate for it.

Relevant software experience:

Photoshop

3ds Max

Maya (Beginner)

ZBrush

Motion Builder

Proof of Skill(s): <https://williamhoglundmayer.wordpress.com/>

Proof of Skill(s): <https://youtu.be/b2zFFk6crBI>

Proof of Skill(s):